



ORCS AND GOBLINS

DOUBLE WYVERN - 6 421 POINTS



385 pts (6.00 %) 240 pts (4.00 %) 730 pts (11.00 %) 516 pts (8.00 %) 4550 pts (71.00 %) 365 pts (6.00 %)

Rare **Special** **Lords** **Heroes** **Core** **Mount**
 (25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



ORC WARLORD #1
 Orc Warlord - Standard - Infantry - 20x20

365 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
Wyvern	4	5	-	6	5	4	3	3	6	Monstrous Beast
Model Rules (Iron Orc)	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									

Options | Iron Orc • Mount : Wyvern • Plate Armour • Blade of Strife • Lucky Shield • Talisman of Supreme Shielding x1



ORC WARLORD #2
 Orc Warlord - Standard - Infantry - 20x20

365 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
Wyvern	4	5	-	6	5	4	3	3	6	Monstrous Beast
Model Rules (Iron Orc)	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									

Options | Iron Orc • Mount : Wyvern • Plate Armour • Axe of the Apocalypse (Lord) • Hardened Shield • Dusk Stone x1

Heroes



GOBLIN CHIEF #1
 Goblin Chief - Standard - Infantry - 20x20

66 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Goblin	4	4	4	4	4	2	3	3	7	Infantry
Huntsmen Spider	7	3	-	4	4	3	4	3	7	Monstrous Beast
Model Rules	Light Armour									
Model Rules (Forest Goblin)	Insignificant • Insignificant • Unruly • Unruly • Strider (Forests) • Strider (Forests)									
Model Rules (Huntsmen Spider)	Poisoned Attacks • Strider • Mount's Protection (5+)									
Model Rules (Huntsmen Spider)	Poisoned Attacks • Strider • Mount's Protection (5+)									

Options | May take Shield • Lance • Forest Goblin • Mount : Huntsmen Spider



GOBLIN CHIEF - BSB
 Goblin Chief - BSB - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Goblin	4	4	4	4	4	2	3	3	7	Infantry
Model Rules	Light Armour									

Options | Forest Goblin



GOBLIN SHAMAN #2
Goblin Shaman - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	2	3	3	3	2	2	1	6	Infantry
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Common Goblin (2)	-	2	3	3	-	-	2	1	6	
Wolf (2)	9	3	-	3	-	-	3	1	3	
Model Rules (Common Goblin)	Insignificant • Unruly									
Model Rules (Chariot)	Insignificant • Light Troops • Scythes • Light Lances • Short Bow • Mount's Protection (6+) • Light Armour									
Model Rules (Chariot)	Insignificant • Light Troops • Scythes • Light Lances • Short Bow • Mount's Protection (6+) • Light Armour									
Options	Common Orc • Mount : Goblin Wolf Chariot									
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods									



GOBLIN SHAMAN #1
Goblin Shaman - Standard - Infantry - 20x20

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	2	3	3	3	2	2	1	6	Infantry
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Common Goblin (2)	-	2	3	3	-	-	2	1	6	
Wolf (2)	9	3	-	3	-	-	3	1	3	
Model Rules (Common Goblin)	Insignificant • Unruly									
Model Rules (Chariot)	Insignificant • Light Troops • Scythes • Light Lances • Short Bow • Mount's Protection (6+) • Light Armour									
Model Rules (Chariot)	Insignificant • Light Troops • Scythes • Light Lances • Short Bow • Mount's Protection (6+) • Light Armour									
Options	Common Orc • Mount : Goblin Wolf Chariot • Dispel Scroll									
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods									



ORC SHAMAN #1
Orc Shaman - Standard - Infantry - 20x20

155 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	2	2	1	7	Infantry
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Rider	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules (Common Orc)	Born to Fight • Unruly									
Model Rules (Chariot)	Born to Fight • Thunderous Charge • Scythes • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Chariot)	Born to Fight • Thunderous Charge • Scythes • Light Armour • Lance • Mount's Protection (5+)									
Options	Level 2 (Wizard Apprentice) • Common Orc • Mount : Orc Boar Chariot • Tome of Arcane Lore (Heroes)									
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness									

Core



GOBLIN RAIDERS #1
Goblin Raiders x5 - Standard - Infantry - 20x20

305 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
Model Rules (Wolf)	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									
Options	Common Goblin • Shields									



GOBLIN RAIDERS #2
Goblin Raiders **x5** - Standard - Infantry - 20x20

305 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
Model Rules (Wolf)	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									

Options	Common Goblin • Shields
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GOBLINS #2
Goblins **x20** - Standard - Infantry - 20x20

1 240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take up to 3 Mad Gits x1 • Short Bows • Musician • Standard Bearer
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GOBLINS #3
Goblins **x20** - Standard - Infantry - 20x20

1 240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take up to 3 Mad Gits x1 • Short Bows • Musician • Standard Bearer
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GOBLINS #3
Goblins **x48** - Standard - Infantry - 20x20

1 460 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take Nets • Take up to 3 Mad Gits x3 • Spears & Shields • Musician • Standard Bearer
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Special



GNASHER DASHERS #1
Gnasher Dashers **x5** - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
Model Rules	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



SPLATTERER #1

Splatterer - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Stone Thrower									



SPLATTERER #2

Splatterer - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Stone Thrower									

Rare



GARGANTULA #1

Gargantula - Standard - Infantry - 20x20

255 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargantula	7	4	-	5	6	8	4	8	-	Ridden Monster
Forest Goblin (8)	-	2	3	3	-	-	2	1	6	
Model Rules	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
Model Rules (Gargantula)	Poisoned Attack									
Model Rules (Forest Goblin (8))	Light Lances • Short Bows									

Options	May take Web Launcher
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GNASHER WRECKING TEAM #1

Gnasher Wrecking Team - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
Model Rules	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									



GNASHER WRECKING TEAM #2

Gnasher Wrecking Team - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
Model Rules	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									

Magics

Magic items

Dispel Scroll:

Tome of Arcane Lore (Heroes):

Blade of Strife:

Lucky Shield:

Talisman of Supreme Shielding:

Axe of the Apocalypse (Lord):

Dusk Stone:

Hardened Shield:

Model Rules

Accident Prone:

Born to Fight:

Fly (6):

Frenzy:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

Lightning Reflexes (only for their first round of combat in the game):

Look At 'Em Go!:

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Oi, it bites !:

Paired Weapons:

Poisoned Attack:

Ricochet (1d6):

Rows of Teeth:

Running Amok!:

Shambolic (2d6):

Shambolic (3d6):

Short Bows:

Skirmishers:

Stone Thrower:

Strider:

Strider (Forest):

Strider (Forests):

Stubborn:

Swiftstride:

Throwing Weapon:

Unruly:

Venomous Fangs:

Ward Save (6+):

Weapon Masters:

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Gargolashers #1	Gnasher Wrecking Team #1	Gnasher Wrecking Team #2	Goblin Chief #1	Goblin Chief - BSB #1	Goblin Raiders #1	Goblin Raiders #2	Goblin Shaman #2	Goblin Shaman #1	Goblin #2	Goblin #3	Goblin #3	Goblins Shaman #1	Orc Warlord #1	Orc Warlord #2	Splatters #1	Splatters #2