



ORCS GOBLINS

* - 435 POINTS



0 pts (0.00%) 30 pts (1.00%) 60 pts (1.00%) 100 pts (2.00%) 245 pts (5.00%)

Lords **Hereos** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Hereos



GRAND CHEF GOBELIN DE LA NUIT #1

Night goblin big boss - Standard - Infantry - 20x20

30 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Night Goblin Big Boss	4	4	3	4	4	2	4	3	6	Infantry
Great Cave Squig	3D6	4	0	5	4	3	3	3	3	Monstrous Beast
Model Rules	Fear Elves • Hatred(Dwarfs) • Hand weapon									
Model Rules (Great Cave Squig)	Extra Boingy • Immune to Psychology • Random Movement(3D6) • Loner • Supreme Bounder									
Model Rules (Great Cave Squig)	Extra Boingy • Immune to Psychology • Random Movement(3D6) • Loner • Supreme Bounder									

Options

Great cave squig

Core



GOBELINS #1

Goblins x20 - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin	4	2	3	3	3	1	2	1	6	Infantry
Goblin Boss	4	2	3	3	3	1	2	1	6	Infantry
Nasty Skulker	4	2	3	3	3	1	2	2	6	Infantry
Model Rules	Animosity • Fear Elves • Hand weapon • Light armour									
Model Rules (Nasty Skulker)	Two hand weapons • Light armour									

Special



BALISTE GOBELINE #1

Goblin spear chukka - Standard - Infantry - 20x20

35 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spear Chukka	-	-	-	-	7	3	-	-	-	War Machine
Goblin Crew	4	2	3	3	3	1	2	1	6	Infantry
Orc Bully	4	2	3	3	4	1	2	1	7	Infantry
Model Rules	Fear Elves • Slipshod									
Model Rules (Goblin Crew)	Hand weapon									
Model Rules (Orc Bully)	Choppa • Size Matters • Hand weapon • Light armour									



TROUPEAU DE SQUIQS GOBELIN DE LA NUIT #1

Night goblin squig herd x10 - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Night Goblin Herder	4	2	3	3	3	1	3	1	5	Infantry
Cave Squig	4	4	0	5	3	1	3	2	3	Infantry
Model Rules	Hatred(Dwarfs) • Animosity • Immune to Psychology • Obnoxious • Squig Herd • Squigs Go Wild! • Hand weapon									

Rare



GEANT #1

Giant - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant	6	3	3	6	5	6	3	Special	10	Monster
Model Rules	Large target • Fall Over • Giant Special Attacks • Stubborn • Terror • Tree-trunk club									



CHARIOT A POMPE SNOTLING #1

Snotling pump wagon - Standard - Infantry - 20x20

45 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Snotling Pump Wagon	2D6	-	-	4	4	3	-	-	-	Chariot
Snotling Crew	-	2	0	2	-	-	3	5	4	Infantry
Model Rules	Impact Hits(2D6) • Random Movement(2D6) • Too Pumped Up • Pump Hander Ladz • Unbreakable • Unstable									
Model Rules (Snotling Crew)	Mass of Snotlings • Crude hand weapons • Explodin' Spores									

Magics

Model Rules

Animosity:

Choppa:

Crude hand weapons:

Explodin' Spores:

Fall Over:

Fear Elves:

Giant Special Attacks:

Hand weapon:

Hatred:

Immune to Psychology:

Impact Hits:

Large target:

Light armour:

Mass of Snotlings:

Obnoxious:

Pump Hander Ladz:

Random Movement:

Size Matters:

Slipshod:

Squig Herd:

Squigs Go Wild!:

Stubborn:

Terror:

Too Pumped Up:

Tree-trunk club:

Two hand weapons:

Unbreakable:

Unstable:

Qr codes of your army

Your 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.

Gobelins #1	Géant #1	Baliste Gobeline #1	Troupeau de Squigs Gobelin de la Nuit #1	Chariot à Pompe Snotling #1	Grand Chef Gobelin de la Nuit #1
					