



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #2 - 5 297 POINTS



345 pts (7.00 %) 468 pts (9.00 %) 493 pts (9.00 %) 426 pts (8.00 %) 3565 pts (67.00 %) 20 pts (0.00 %)

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

Lords



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

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	4	3	3	1	6	Infantry
Model Rules (Cave Goblin)	Hatred (Army book: Dwarven Holds) • Insignificant • Unruly									

Options	Level 4 (Wizard Master) • Cave Goblin • 2 Power 'Shrooms • Talisman of Supreme Shielding x1 • Book of Arcane Power (Lords)
Magic	Level 3 Wizard Master . Generate spells from Path of the Little Green Gods, Path of Shadow



GOBLIN KING #1
 Goblin King - Standard - Infantry - 20x20

173 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	5	4	4	4	3	5	4	8	Infantry
Model Rules	Light Armour									
Model Rules (Cave Goblin)	Hatred (Dwarven Holds) • Insignificant • Unruly									

Options	Shield • Heavy Armour • Cave Goblin • May take Green Tide (General only) • Screaming Swords • Crown of the Cavern King - Goblin only Cannot be taken by a Large Target • Pan of Protection Pinchin' - Goblins only x1 • Sceptre of Dominion
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Heroes



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

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	4	4	4	4	2	3	3	7	Infantry
Cave Goblin	4	4	4	4	4	2	4	3	6	Infantry
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Insignificant • Unruly • Unruly									
Model Rules (Cave Goblin)	Insignificant • Insignificant • Unruly • Unruly • Hatred (Army book: Dwarven Holds) • Hatred (Army book: Dwarven Holds)									

Options	May take Shield • Common Goblin • Heavy Armour • Maza's Zappin Bow
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GOBLIN CHIEF #2
Goblin Chief - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	4	4	4	4	2	3	3	7	Infantry
Cave Goblin	4	4	4	4	4	2	4	3	6	Infantry
Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Insignificant • Unruly • Unruly									
Model Rules (Cave Goblin)	Insignificant • Insignificant • Unruly • Unruly • Hatred (Army book: Dwarven Holds) • Hatred (Army book: Dwarven Holds)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									

Options	Common Goblin • Heavy Armour • Mount : Wolf • Backstabbing Dirks • Lucky Shield • Lucky Boar's Leg - Mounted models only
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GOBLIN CHIEF - BSB
Goblin Chief - BSB - Standard - Infantry - 20x20

116 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Model Rules	Light Armour									

Options	May take Shield • Great Weapon • Cave Goblin • Ironhide Icon • Mithril Mail - models on foot only (Heroes)
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GOBLIN SHAMAN #1
Goblin Shaman - Standard - Infantry - 20x20

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	2	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									

Options	Level 2 (Wizard Apprentice) • Cave Goblin • 2 Power 'Shrooms • Dispel Scroll
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Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods
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Core



GOBLIN RAIDERS #1
Goblin Raiders x10 - Standard - Infantry - 20x20

380 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Scuttler Spider	7	3	-	3	3	1	4	1	-	
Model Rules (Scuttler Spider)	Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)									

Options	Forest Goblin • Champion • Musician • Standard Bearer • Throwing Weapons (Forest Goblin only)
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GOBLIN RAIDERS #2
Goblin Raiders x9 - Standard - Infantry - 20x20

380 POINTS



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

Options	Common Goblin • Shields • Light Lances • Champion • Musician • Standard Bearer
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GOBLINS #2
Goblins **x30** - Standard - Infantry - 20x20

1 300 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
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 x2 • Short Bows • Champion • Musician • Standard Bearer
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GOBLINS #1
Goblins **x50** - Standard - Infantry - 20x20

1 505 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
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 • Champion • Musician • Standard Bearer • Banner of Discipline
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Special



GIT LAUNCHER #1
Git Launcher - Standard - Infantry - 20x20

100 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	
Common Orc	4	3	3	3	4	+1	2	1	7	
Model Rules	Insignificant • Git Launcher									

Options	May take Orc Overseer
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GNASHER DASHERS #1
Gnasher Dashers **x7** - Standard - Infantry - 20x20

80 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)									



TROLL #1
Troll **x6** - Standard - Infantry - 20x20

288 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Troll	6	3	2	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									
Model Rules (Cave Troll)	Magic Resistance (3) • Innate Defence (4+)									

Options	Cave Troll
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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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SKEWERER #1
Skewerer x2 - Standard - Infantry - 20x20

90 POINTS



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

Magics

Magic items

Book of Arcane Power (Lords):

Talisman of Supreme Shielding:

Maza's Zappin Bow:

Backstabbing Dirks:

Lucky Boar's Leg - Mounted models only:

Lucky Shield:

Mithril Mail - models on foot only (Heroes):

Crown of the Cavern King - Goblin only Cannot be taken by a Large Target:

Pan of Protection Pinchin' - Goblins only:

Sceptre of Dominion:

Screaming Swords:

Dispel Scroll:

Magic banners

Ironhide Icon:

Banner of Discipline:

Model Rules

Ballista:

Distracting:

Fear:

Fly (6):

Git Launcher:

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Immune to Psychology:

Innate Defence (4+):

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

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

Magic Resistance (3):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Oi, it bites !:

Paired Weapons:

Poisoned Attack:

Regeneration (4+):

Ricochet (1d6):

Rows of Teeth:

Running Amok!:

Shambolic (2d6):

Short Bows:

Skirmishers:

Strider:

Strider (Forest):

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Swiftstride:

Throwing Weapon:

Troll Belch:

Unruly:

Venomous Fangs:

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.



