ORCS AND GOBLINS



GOBLINS TEST LIST - 1 494 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 120 pts (8.00 %) 1374 pts (92.00 %) 0 pts (0.00 %)

Rare (25 Max) Special (50 Max)

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

Heroes



GOBLIN CHIEF - BSB

Goblin Chief - BSB - Standard - Infantry - 20x20

60 POINTS



Troops	М	ws	BS	S	Т	W	ı	Α	Ld	Туре
Model Rules	Light Arm	nour								

GOBLIN SHAMAN #1

Goblin Shaman - Standard - Infantry - 20x20

60 POINTS



Troops M	W		S	Т	W	I	Α	Ld	Туре
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Magic

Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods

Core



Goblins x36 - Standard - Infantry - 20x20

1 374 POINTS



										CARACTER'S BANKS
Troops	M	ws	BS	S	Т	W	ı	Α	Ld	Туре
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Forest Goblin	4	2	3	3	3	1	2	1	6	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 (Forest Goblin)	Insignificant • Unruly • Throwing Weapon									
Model Rules (Mad Git)	Shambolic (2d6) • Bunning Amokll • Bicochet (1d6) • Hard Target									

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

Magics

Model Rules

Hard Target:

Hatred (Army book: Dwarven Holds):

Insignificant:

Lethal Strike:

Light Armour:

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

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Ricochet (1d6):	
Running Amok!!:	
Shambolic (2d6):	
Strider (Forests):	
Throwing Weapon:	
Unruly:	

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.

Goblin Chief - BSB	Goblin Shaman #1	Goblins #1