



ORCS AND GOBLINS

CHIKOZ VERDEZ - 4 012 POINTS



0 pts (0.00 %) 1206 pts (30.00 %) 315 pts (8.00 %) 175 pts (4.00 %) 2316 pts (58.00 %) 0 pts (0.00 %)

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

Lords



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

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Magic	Level 3 Wizard Master . Generate spells from Path of the Little Green Gods, Path of Shadow
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GORTHAUR
Orc Warlord - Standard - Infantry - 20x20

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
Model Rules (Iron Orc)	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									

Options	Paired Weapons • Iron Orc
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Heroes



ORC CHIEF - BSB
Orc Chief - BSB - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	5	3	4	5	2	3	3	8	Infantry

Options	Common Orc • Shield • Heavy Armour
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ORC SHAMAN #1
Orc Shaman - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	2	2	1	7	Infantry
Model Rules (Common Orc)	Born to Fight • Unruly									

Options	Level 2 (Wizard Apprentice) • Common Orc
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Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness
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Core



GOBLINS #1

Goblins **x39** - Standard - Infantry - 20x20

1 386 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 x3 • Spears & Shields • Champion • Musician • Standard Bearer
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ORC EADBASHERS

Orc Eadbashers **x29** - Standard - Infantry - 20x20

930 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	4	3	4	4	1	2	1	7	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules (Common Orc)	Born to Fight • Unruly • Light Armour									

Options	Common Orc • Paired Weapons • Champion • 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)									

Options	
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IRON ORCS #1

Iron Orcs **x24** - Standard - Infantry - 20x20

1 146 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	5	3	4	4	1	2	1	8	Infantry
Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules	Bodyguard (Iron Orc Warlord, Iron Orc Chief) • Shields • Heavy Armour • Great Weapon • Paired Weapons									

Options	Plate Armour • Champion • Musician • Standard Bearer
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Magics

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Fly (6):

Frenzy:

Great Weapon:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Insignificant:

Lethal Strike:

Light Armour:

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

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Oi, it bites !:

Paired Weapons:

Ricochet (1d6):

Rows of Teeth:

Running Amok!:

Shambolic (2d6):

Shields:

Skirmishers:

Strider (Forests):

Throwing Weapon:

Unruly:

Ward Save (6+):

Weapon Masters:

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.

