



ORCS AND GOBLINS

ORCOS Y GOBLINS - 7 817 POINTS



A ser posible de temática zalvaje

225 pts (3.00 %) 1357 pts (17.00 %) 260 pts (3.00 %) 190 pts (2.00 %) 5785 pts (74.00 %) 0 pts (0.00 %)

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

Lords



GRIMGOR PIEL'HIERRO

Orc Warlord - Standard - Infantry - 20x20

260 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 Great Weapon • Iron Orc • Plate Armour • May take Waaargh! (General only) • Axe of the Apocalypse (Lord)

Heroes



WARMOG

Orc Chief - BSB - Standard - Infantry - 20x20

95 POINTS



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

Options Feral Orc • May take Waaargh! (General only) • Paired Weapons

Notes Va dentro de la unidad Comecraneoz



MORWAG

Orc Shaman - Standard - Infantry - 20x20

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	2	2	1	7	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options Level 2 (Wizard Apprentice) • Feral Orc

Magic Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness

Core



LOZ AULLADOREZ

Goblin Raiders x10 - Standard - Infantry - 20x20

370 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 • Champion • Musician • Standard Bearer



LOZ MONTA PUERCOZ
Orc Boar Riders **x15** - Standard - Infantry - 20x20

585 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	1	2	1	7	Cavalry
War Boar	7	3	-	3	3	1	3	1	3	
Model Rules	Light Lance • Mount's Protection (5+)									
Model Rules (Common Orc)	Born to Fight • Unruly • Light Armour									

Options	Common Orc • May take Lances • Shields • Champion • Musician • Standard Bearer • Standard Bearer
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LOZ COMECRANEŌZ
Orc Eadbashers **x28** - Standard - Infantry - 20x20

978 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	4	3	4	4	1	2	1	7	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Feral Orc • May take Mammoth Stabber • Paired Weapons • Musician • Standard Bearer • Banner of Speed
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DIZPARA FLECHAZ
Orcs **x16** - Standard - Infantry - 20x20

1 792 POINTS



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

Options	Common Orc • Bows
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LOZ CHICOZ
Orcs **x50** - Standard - Infantry - 20x20

2 060 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	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



LAZ CUCHILLAZ
Goblin Wolf Chariot - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	3	-	-	-	Chariot
Rider (3)	-	2	3	3	-	-	2	1	6	
Wolf (2)	9	3	-	3	-	-	3	1	3	
Model Rules	Insignificant • Light Troops • Scythes • Mount's Protection (6+) • Light Armour • Light Lances • Short Bow									



PARTEPINOZ
Iron Orcs **x28** - Standard - Infantry - 20x20

1 202 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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APIZONI
Orc Boar Chariot - Standard - Infantry - 20x20

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Eadbasher Riders (2)	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules	Impact Hits (+1) • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Eadbasher Riders (2))	Born to Fight									
Model Rules (War Boar (2))	Thunderous Charge									

Options	May take Heavy Armour
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Rare



UNGOLIANT
Gargantula - Standard - Infantry - 20x20

225 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									

Notes	Lleva un chaman goblin encima
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Magics

Magic items

Axe of the Apocalypse (Lord):

Magic banners

Banner of Speed:

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Frenzy:

Great Weapon:

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Insignificant:

Lance:

Light Armour:

Light Lance:

Light Lances:

Light Troops:

Mount's Protection (5+):

Mount's Protection (6+):

Paired Weapons:

Poisoned Attack:

Scythes:

Shields:

Short Bow:

Short Bows:

Strider:

Strider (Forest):

Stubborn:

Swiftstride:

Thunderous Charge:

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.

