



ORCS AND GOBLINS

NIGHT GOBLINS - 4 206 POINTS



0 pts (0.00 %) 188 pts (4.00 %) 0 pts (0.00 %) 55 pts (1.00 %) 3963 pts (94.00 %) 0 pts (0.00 %)

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

Heroes



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


55 POINTS



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


Options | Cave Goblin • Sword of Strength • Lucky Shield

Core




GOBLINS #3
Goblins x20 - Standard - Infantry - 20x20

1 200 POINTS




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

Options | Cave Goblin • Short Bows




GOBLINS #2
Goblins x36 - Standard - Infantry - 20x20

1 374 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



GOBLINS #1
Goblins x36 - Standard - Infantry - 20x20

1 389 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 • War Standard

Special



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 x2 - Standard - Infantry - 20x20

108 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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Magics

Magic items

Lucky Shield:

Sword of Strength:

Magic banners

War Standard:

Model Rules

Distracting:

Fear:

Fly (6):

Hard Target:

Hatred (Army book: Dwarven Holds):

Immune to Psychology:

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

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:

Regeneration (4+):

Ricochet (1d6):

Rows of Teeth:

Running Amok!:

Shambolic (2d6):

Skirmishers:

Strider (Forests):

Strider (Water):

Stupidity:

Throwing Weapon:

Troll Belch:

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.

Gnasher Dashers #1



Goblin Chief #1



Goblins #3



Goblins #2



Goblins #1



Troll #1

