



ORCS AND GOBLINS

MIX - 360 POINTS



360 pts (8.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special**
 (40 Max) (25 Least) (0 NoLimit)

Characters



ORC WARLORD #1
 Orc Warlord - Standard - Infantry - 25x25

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Minimised (Break Tests, Fear Tests, Panic Tests) , Brood Rivalry	
Defensive	HP	Def	Res	Arm	
	3	6	5	0	
Offensive	Att	Off	Str	Ap	Agi
Orc Warlord	4	6	5	2	4



ORC WARLORD #2
 Orc Warlord - Standard - Infantry - 25x25

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Minimised (Break Tests, Fear Tests, Panic Tests) , Brood Rivalry	
Defensive	HP	Def	Res	Arm	
	3	6	5	0	
Offensive	Att	Off	Str	Ap	Agi
Orc Warlord	4	6	5	2	4

Magics

Racial Trait Spell

The Orcs and Goblins Hereditary Spell is divided into two versions, each of which can only be cast by a certain Wizard, as specified in the spell description.

	Casting	Range	Type	Duration
Guile And Fury				
Mf	8+	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>Cannot be cast by Goblin Witches. The target gains +1 to hit, and its Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance are increased by 1".</i>				

Model Rules

Brood Rivalry: Model parts without Harnessed gain +1 Attack Value while both the following conditions are met: • The model's unit contains one or more R&F models. • A model with Brood Rivalry from another friendly unit is Engaged in Combat anywhere on the Battlefield.

Minimised:

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.

Orc Warlord #1

Orc Warlord #2

