



ORCS AND GOBLINS

TEST - 7 844 POINTS



0 pts (0.00 %) 1384 pts (18.00 %) 260 pts (3.00 %) 290 pts (4.00 %) 5910 pts (75.00 %) 15 pts (0.00 %)

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

Lords



GRIMGOR

Orc Warlord - Standard - Infantry - 20x20mm

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



GOBLIN SHAMAN #1

Goblin Shaman - Standard - Infantry - 20x20mm

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
War Boar	7	3	-	3	3	1	3	1	3	War Beast
Model Rules (Common Orc)	Born to Fight • Born to Fight • Unruly • Unruly • Light Armour • Light Armour									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									

Options Level 2 (Wizard Apprentice)

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



WARCHIEF BOAR

Orc Chief - Standard - Infantry - 20x20mm

115 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	5	3	4	5	2	3	3	8	Infantry
War Boar	7	3	-	3	3	1	3	1	3	War Beast
Model Rules (Common Orc)	Born to Fight • Born to Fight • Unruly • Unruly • Light Armour • Light Armour									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									

Options Common Orc • Mount : War Boar • May take Waaargh! (General only) • Ogre Sword



ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 20x20mm

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

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

Core



GOBLIN RAIDERS #1
Goblin Raiders **x5** - Standard - Infantry - 20x20mm

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
Model Rules (Wolf)	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									

Options	Common Goblin • Shields • Light Lances • Short Bows
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GOBLIN DES CAVERNES
Goblins **x40** - Standard - Infantry - 20x20mm

1 360 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
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 Nets • Take up to 3 Mad Gits x1 • Spears & Shields
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ORC BOAR RIDERS #1
Orc Boar Riders **x5** - Standard - Infantry - 20x20mm

375 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
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ORCS #3
Orcs **x20** - Standard - Infantry - 20x20mm

1 900 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 • May exchange all their equipment for Crossbows and Heavy Armour • Bows
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ORCS #2
Orcs **x20** - Standard - Infantry - 20x20mm

1 960 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 • May exchange all their equipment for Crossbows and Heavy Armour • Shields • Paired Weapons • Spears • Bows
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Special



GEANT

Giant - Standard - Infantry - 20x20mm

155 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant	6	3	-	6	5	6	3	*	10	Monster
Model Rules	Stubborn • Immune to Psychology • Giant Attacks									

Options	May take Ward Save (6+)
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GIT LAUNCHER #2

Git Launcher - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
Common Orc	4	3	3	3	4	+1	2	1	7	
Model Rules	Insignificant • Git Launcher									

Options	May take Orc Overseer
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GRIMGOR SPECIAL FORCE

Iron Orcs x14 - Standard - Infantry - 20x20mm

976 POINTS



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

Options	Plate Armour
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TROLL DES RIVIERES

Troll x3 - Standard - Infantry - 20x20mm

153 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bridge Troll	6	3	2	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									
Model Rules (Bridge Troll)	Strider (Water) • Distracting									

Options	Bridge Troll
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Magics

Magic items

Ogre Sword:

Axe of the Apocalypse (Lord):

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Distracting:

Fear:

Frenzy:

Giant Attacks:

Git Launcher:

Great Weapon:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lance:

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

Magic Resistance (3):

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Regeneration (4+):

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Shields:

Strider (Forest):

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Throwing Weapon:

Troll Belch:

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.

geant



Git Launcher #2



Goblin Raiders #1



Goblin Shaman #1



goblin des cavernes



Grimgor special force



Orc Boar Riders #1



Warchief boar



Orc Shaman #1



Grimgor



Orcs #3



Orcs #2



troll des rivieres

