



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #2 - 6 093 POINTS



300 pts (5.00 %) 279 pts (5.00 %) 613 pts (10.00 %) 246 pts (4.00 %) 4655 pts (76.00 %) 25 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 - 20x20mm

255 POINTS

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

Options	Level 4 (Wizard Master) • Common Goblin • Backlash Scroll
Magic	Level 3 Wizard Master . Generate spells from Path of the Little Green Gods, Path of Shadow

KING OF THE CAVE GOBLINS
Goblin King - Standard - Infantry - 20x20mm

170 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	5	4	4	4	3	5	4	8	Infantry
Model Rules	Light Armour									
Model Rules (Cave Goblin)	Hatred (Dwarven Holds) • Insignificant • Unruly									

Options	Shield • Cave Goblin • May take Green Tide (General only) • King Slayer • Armour of Destiny • Potion of Strength
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KING OF THE SURFACE GOBLINS
Goblin King - Standard - Infantry - 20x20mm

188 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	5	4	4	4	3	4	4	8	Infantry
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Common Goblin (2)	-	2	3	3	-	-	2	1	6	
Wolf (2)	9	3	-	3	-	-	3	1	3	
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Unruly									
Model Rules (Chariot)	Insignificant • Light Troops • Scythes • Light Lances • Short Bow • Mount's Protection (6+) • Light Armour									
Model Rules (Chariot)	Insignificant • Light Troops • Scythes • Light Lances • Short Bow • Mount's Protection (6+) • Light Armour									

Options	Shield • Heavy Armour • Common Goblin • Mount : Goblin Wolf Chariot • Axe of the Apocalypse (Lord) • Dragonscale Helm • Pan of Protection Pinchin' - Goblins only x1
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Heroes

GOBLIN CHIEF - BSB
Goblin Chief - BSB - Standard - Infantry - 20x20mm

106 POINTS

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


Options	Great Weapon • Cave Goblin • Banner of Courage • Mithril Mail - models on foot only (Lords)
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GOBLIN SHAMAN #1

Goblin Shaman - *Standard - Infantry - 20x20mm*


140 POINTS



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

Options	Level 2 (Wizard Apprentice) • Cave Goblin • 2 Power 'Shrooms • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods


Core



GOBLIN RAIDERS #1


Goblin Raiders **x5** - *Standard - Infantry - 20x20mm*

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Scuttler Spider	7	3	-	3	3	1	4	1	-	
Model Rules (Scuttler Spider)	Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)									


Options	Forest Goblin • Shields • Light Lances • Musician
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GOBLIN RAIDERS #2


Goblin Raiders **x5** - *Standard - Infantry - 20x20mm*

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Scuttler Spider	7	3	-	3	3	1	4	1	-	
Model Rules (Scuttler Spider)	Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)									


Options	Forest Goblin • Shields • Light Lances • Musician
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GOBLINS #1

Goblins **x30** - *Standard - Infantry - 20x20mm*

1 320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	2	3	3	3	1	2	1	6	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Shady Git	4	4	3	3	3	1	6	2	6	Infantry
Model Rules (Common Goblin)	Insignificant • Unruly • Light Armour									
Model Rules (Shady Git)	Lightning Reflexes (only for their first round of combat in the game) • Multiple Wounds (D3, Infantry and Cavalry) • Lethal Strike • Light Armour • Paired Weapons									

Options	Common Goblin • Take up to 3 Shady Gits x3 • Exchange all weapons for Shields and short bows • Champion • Musician • Standard Bearer
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GOBLINS #3

Goblins x30 - Standard - Infantry - 20x20mm

1 375 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 Nets • Take up to 3 Mad Gits x3 • Short Bows • Champion • Musician • Standard Bearer • Banner of Discipline
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GOBLINS #2

Goblins x30 - Standard - Infantry - 20x20mm

1 320 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 x2 • Short Bows • Musician • Standard Bearer
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Special



GOBLIN WOLF CHARIOT #1

Goblin Wolf Chariot - Standard - Infantry - 20x20mm

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									



SPLATTERER #1

Splatterer - Standard - Infantry - 20x20mm

90 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	
Model Rules	Insignificant • Stone Thrower									



TROLL #1

Troll x3 - Standard - Infantry - 20x20mm

129 POINTS



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

Options	Common Troll
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Rare



GARGANTULA #1

Gargantula - Standard - Infantry - 20x20mm

255 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									

Options	May take Web Launcher
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SKEWERER #1

Skewerer - Standard - Infantry - 20x20mm

45 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Ballista									

Magics

Magic items

Backlash Scroll:

Mithril Mail - models on foot only (Lords):

Armour of Destiny:

King Slayer:

Potion of Strength:

Axe of the Apocalypse (Lord):

Dragonscale Helm:

Pan of Protection Pinchin' - Goblins only:

Dispel Scroll:

Magic banners

Banner of Courage:

Banner of Discipline:

Model Rules

Ballista:

Distracting:

Fear:

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Immune to Psychology:

Innate Defence (4+):

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

Light Troops:

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):

Paired Weapons:

Poisoned Attack:

Regeneration (4+):

Ricochet (1d6):

Running Amok!!:

Scythes:

Shambolic (2d6):

Short Bow:

Short Bows:

Stone Thrower:

Strider:

Strider (Forest):

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Swiftstride:

Throwing Weapon:

Troll Belch:

Unruly:

Venomous Fangs:

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.

Gargantula #1



Goblin Big Shaman #1



Goblin Chief - BSB



King of the cave goblins



King of the surface goblins



Goblin Raiders #1



Goblin Raiders #2



Goblin Shaman #1



Goblin Wolf Chariot #1



Goblins #1



Goblins #3



Goblins #2



Skewerer #1



Splatterer #1



Troll #1

