



ORCS AND GOBLINS

CAMPANA HERMES - 380 POINTS



0 pts (0.00 %) **Rare** (25 Max)
 90 pts (24.00 %) **Special** (50 Max)
 290 pts (76.00 %) **Lords** (50 Max)
 0 pts (0.00 %) **Heroes** (50 Max)
 0 pts (0.00 %) **Core** (25 Least)
 105 pts (28.00 %) **Mount** (0 NoLimit)

Lords



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 20x20mm

290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	6	3	5	5	3	4	4	9	Infantry
Wyvern	4	5	-	6	5	4	3	3	6	Monstrous Beast
Model Rules (Common Orc)	Unruly • Born to Fight • Light Armour									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									

Options	Common Orc • Mount : Wyvern • Axe of the Apocalypse (Lord)
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Special



IRON ORCS #1

Iron Orcs x10 - Standard - Infantry - 20x20mm

90 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									

Magics

Magic items

Axe of the Apocalypse (Lord):

Model Rules

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Frenzy:

Great Weapon:

Heavy Armour:

Immune to Psychology:

Light Armour:

Paired Weapons:

Shields:

Unruly:

Ward Save (6+):

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.

Iron Orcs #1



Orc Warlord #1

