



ORCS AND GOBLINS

MEINS - 4 415 POINTS



200 pts (5.00 %) 405 pts (9.00 %) 295 pts (7.00 %) 175 pts (4.00 %) 3340 pts (76.00 %) 0 pts (0.00 %)

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

Lords



SPELLLA

Orc Big Shaman - Standard - Infantry - 20x20mm

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	4	5	3	2	1	8	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Level 4 (Wizard Master) • Feral Orc • Sprout of Rebirth x1 • Dispel Scroll
Magic	Level 3 Wizard Master . Generate spells from Path of the Big Green Gods, Path of Wilderness

Heroes



ORC CHIEF #1

Orc Chief - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	5	3	4	5	2	3	3	8	Infantry
Model Rules (Feral Orc)	Frenzy • Frenzy • Ward Save (6+) • Ward Save (6+) • Born to Fight • Born to Fight • Unruly • Unruly									

Options	Paired Weapons • Feral Orc • May take Waaargh! (General only)
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ORC CHIEF - BSB

Orc Chief - BSB - Standard - Infantry - 20x20mm

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	5	3	4	5	2	3	3	8	Infantry

Options	Feral Orc • Banner of Speed
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Core



HAHA

Goblins x40 - 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 up to 3 Mad Gits x3 • Short Bows
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BLA
Orcs **x29** - Standard - Infantry - 20x20mm

2 020 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	1	2	1	7	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options | Feral Orc • May take Mammoth Stabber • Shields • Paired Weapons • Bows • Champion • Musician • Standard Bearer • Banner of Courage

Special



GIANT #1
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+)




GIT LAUNCHER #1
Git Launcher - 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 • Git Launcher									




SCRAP WAGON #1
Scrap Wagon - Standard - Infantry - 20x20mm

80 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scrap Wagon	3D6	-	-	4	4	4	-	-	-	Chariot
Grotlings (1°)	-	2	3	2	-	-	2	5	4	
Model Rules	Shambolic (3d6) • Impact Hits (2D6) • Unstable • Pursuit Mode • Insignificant • Mount's Protection (6+) • Throwing Weapons									

Options | Smasher • Pointed Sticks • Smells Like Green Spirit



SCRAP WAGON #2
Scrap Wagon - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Scrap Wagon	3D6	-	-	4	4	4	-	-	-	Chariot
Grotlings (1°)	-	2	3	2	-	-	2	5	4	
Model Rules	Shambolic (3d6) • Impact Hits (2D6) • Unstable • Pursuit Mode • Insignificant • Mount's Protection (6+) • Throwing Weapons									

Options | Smasher • Pointed Sticks • Smells Like Green Spirit

Rare



GNASHER WRECKING TEAM #1

Gnasher Wrecking Team - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
Model Rules	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									



SKEWERER #1

Skewerer x3 - Standard - Infantry - 20x20mm

135 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

Dispel Scroll:

Sprout of Rebirth:

Magic banners

Banner of Speed:

Banner of Courage:

Model Rules

Accident Prone:

Ballista:

Born to Fight:

Frenzy:

Giant Attacks:

Git Launcher:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Impact Hits (2D6):

Insignificant:

Lethal Strike:

Light Armour:

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

Look At 'Em Go!:

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Pursuit Mode:

Ricochet (1d6):

Running Amok!!:

Shambolic (2d6):

Shambolic (3d6):

Stubborn:

Throwing Weapon:

Throwing Weapons:

Unruly:

Unstable:

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.

Giant #1



Git Launcher #1



Gnasher Wrecking Team #1



haha



spellla



Orc Chief #1



Orc Chief - BSB



bla



Scrap Wagon #1



Scrap Wagon #2



Skewerer #1

