



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #3 - 5 980 POINTS



490 pts (8.00 %) 450 pts (8.00 %) 262 pts (4.00 %) 668 pts (11.00 %) 4110 pts (69.00 %) 150 pts (3.00 %)

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

Lords



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 20x20mm

262 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	6	3	5	5	3	4	4	9	Infantry
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Rider	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules (Common Orc)	Unruly • Born to Fight • Light Armour									
Model Rules (Chariot)	Born to Fight • Thunderous Charge • Scythes • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Chariot)	Born to Fight • Thunderous Charge • Scythes • Light Armour • Lance • Mount's Protection (5+)									

Options

Common Orc • Heavy Armour • Mount : Orc Boar Chariot • Ogre Sword • Hardened Shield • Talisman of Supreme Shielding x1 • Potion of Swiftmess

Heroes



GOBLIN CHIEF #1

Goblin Chief - Standard - Infantry - 20x20mm

66 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	4	4	4	4	2	3	3	7	Infantry
Cave Goblin	4	4	4	4	4	2	4	3	6	Infantry
Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Insignificant • Unruly • Unruly									
Model Rules (Cave Goblin)	Insignificant • Insignificant • Unruly • Unruly • Hatred (Army book: Dwarven Holds) • Hatred (Army book: Dwarven Holds)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									

Options

May take Shield • Lance • Common Goblin • Heavy Armour • Mount : Wolf



GOBLIN CHIEF #2


Goblin Chief - Standard - Infantry - 20x20mm

66 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	4	4	4	4	2	3	3	7	Infantry
Cave Goblin	4	4	4	4	4	2	4	3	6	Infantry
Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Insignificant • Unruly • Unruly									
Model Rules (Cave Goblin)	Insignificant • Insignificant • Unruly • Unruly • Hatred (Army book: Dwarven Holds) • Hatred (Army book: Dwarven Holds)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									


Options	May take Shield • Lance • Common Goblin • Heavy Armour • Mount : Wolf
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GOBLIN CHIEF #3

Goblin Chief - Standard - Infantry - 20x20mm

76 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	4	4	4	4	2	3	3	7	Infantry
Cave Goblin	4	4	4	4	4	2	4	3	6	Infantry
Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Insignificant • Unruly • Unruly									
Model Rules (Cave Goblin)	Insignificant • Insignificant • Unruly • Unruly • Hatred (Army book: Dwarven Holds) • Hatred (Army book: Dwarven Holds)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									

Options	May take Shield • Lance • Common Goblin • Heavy Armour • Mount : Wolf • Dragonscale Helm
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GOBLIN SHAMAN #2


Goblin Shaman - Standard - Infantry - 20x20mm

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	2	3	3	3	2	2	1	6	Infantry
Model Rules (Common Goblin)	Insignificant • Unruly									


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



GOBLIN SHAMAN #1

Goblin Shaman - Standard - Infantry - 20x20mm

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	2	3	3	3	2	2	1	6	Infantry
Model Rules (Common Goblin)	Insignificant • Unruly									

Options	Common Orc • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods



ORC CHIEF - BSB

Orc Chief - BSB - Standard - Infantry - 20x20mm

200 POINTS



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

Options	Common Orc • Shield • Lance • Mount : Orc Boar Chariot • Armour of Destiny
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ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 20x20mm

105 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 • Tome of Arcane Lore (Heroes)
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness

Core



GOBLINS #1

Goblins x30 - Standard - Infantry - 20x20mm

1 300 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 up to 3 Mad Gits x2 • Short Bows • Champion • Musician • Standard Bearer
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ORC EADBASHERS

Orc Eadbashers x23 - Standard - Infantry - 20x20mm

893 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	4	3	4	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 • Paired Weapons • Champion • Musician • Standard Bearer
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ORCS #1

Orcs x26 - Standard - Infantry - 20x20mm

1 917 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	1	2	1	7	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules (Common Orc)	Born to Fight • Unruly • Light Armour									

Options	Common Orc • Shields • Champion • Musician • Standard Bearer • Banner of Discipline
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Special



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									



GNASHER DASHERS #1
Gnasher Dashers **x5** - Standard - Infantry - 20x20mm

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
Model Rules	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



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									



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

60 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



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									



SPLATTERER #2
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									

Rare



GARGANTULA #1
Gargantula - Standard - Infantry - 20x20mm

225 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									



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)									



GNASHER WRECKING TEAM #2
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 - 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									



SKEWERER #2
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									



SKEWERER #3
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

Dragonscale Helm:

Dispel Scroll:

Armour of Destiny:

Tome of Arcane Lore (Heroes):

Hardened Shield:

Ogre Sword:

Potion of Swiftmess:

Talisman of Supreme Shielding:

Magic banners

Banner of Discipline:

Model Rules

Accident Prone:

Ballista:

Born to Fight:

Fly (6):

Frenzy:

Git Launcher:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Impact Hits (2D6):

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

Light Troops:

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):

Oi, it bites !:

Paired Weapons:

Poisoned Attack:

Pursuit Mode:

Ricochet (1d6):

Rows of Teeth:

Running Amok!:

Scythes:

Shambolic (2d6):

Shambolic (3d6):

Short Bow:

Short Bows:

Skirmishers:

Stone Thrower:

Strider:

Strider (Forests):

Stubborn:

Swiftstride:

Throwing Weapon:

Throwing Weapons:

Unruly:

Unstable:

Venomous Fangs:

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.

Gargantula #1



Git Launcher #1



Gnasher Dashers #1



Gnasher Wrecking Team #1



Gnasher Wrecking Team #2



Goblin Chief #1



Goblin Chief #2



Goblin Chief #3



Goblin Shaman #2



Goblin Shaman #1



Goblin Wolf Chariot #1



Goblins #1



Orc Chief - BSB



Orc Eadbashers



Orc Shaman #1



Orc Warlord #1



Orcs #1



Scrap Wagon #1



Skewerer #1



Skewerer #2



Skewerer #3



Splatterer #1



Splatterer #2

