



# ORCS GOBLINS


## ORYKI - 2 109 POINTS



715 pts (24.00 %) 110 pts (4.00 %) 574 pts (19.00 %) 510 pts (17.00 %) 200 pts (7.00 %)


**Lords** (0 NoLimit)    **Hereos** (0 NoLimit)    **Core** (0 NoLimit)    **Special** (0 NoLimit)    **Rare** (0 NoLimit)

### Lords




**BLACK ORC WARBOSS #1**  
Black orc Warboss - Standard - Infantry - 20x20mm

**390 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Black Orc Warboss	4	7	3	5	5	3	4	4	9	Infantry
Wyvern	4	5	0	6	5	5	3	3	6	Monster
<b>Model Rules</b>	Armed to da Teef • Choppa • Immune to Psychology • Quell Animosity • Waaagh! • Huge array of weapons • Great Weapon • Heavy armour									
<b>Model Rules (Wyvern)</b>	Large target • Poisoned Attacks • Terror • Scaly Skin(4+)									
<b>Model Rules (Wyvern)</b>	Large target • Poisoned Attacks • Terror • Scaly Skin(4+)									

**Options** | Wyvern • Ogre Blade • Helm of Discord




**BLACK ORC WARBOSS #2**  
Black orc Warboss - Standard - Infantry - 20x20mm

**160 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Black Orc Warboss	4	7	3	5	5	3	4	4	9	Infantry
<b>Model Rules</b>	Armed to da Teef • Choppa • Immune to Psychology • Quell Animosity • Waaagh! • Huge array of weapons • Great Weapon • Heavy armour									




**ORC GREAT SHAMAN #1**  
Orc great shaman - Standard - Infantry - 20x20mm

**165 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Orc Great Shaman	4	3	3	4	5	3	2	1	8	Infantry
<b>Model Rules</b>	Choppa • Size Matters • Wizard(Level 3) • Hand weapon									

### Hereos



**GOBLIN SHAMAN #1**  
Goblin Shaman - Standard - Infantry - 20x20mm

**55 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Shaman	4	2	3	3	3	2	2	1	6	Infantry
<b>Model Rules</b>	Fear Elves • Wizard(Level 1) • Hand weapon									



**Goblin Shaman #2**  
Goblin Shaman - Standard - Infantry - 20x20mm

**55 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Shaman	4	2	3	3	3	2	2	1	6	Infantry
<b>Model Rules</b>	Fear Elves • Wizard(Level 1) • Hand weapon									

**Core**



**ORC BOYZ #1**  
Orc boyz x30 - Standard - Infantry - 20x20mm

**330 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Orc Boy	4	3	3	3	4	1	2	1	7	Infantry
Orc Big 'Un	4	4	3	4	4	1	2	1	7	Infantry
Orc Boss	4	4	3	4	4	1	2	2	7	Infantry
<b>Model Rules</b>	Animosity • Choppa • Size Matters • Hand weapon • Light armour									

<b>Options</b>	Standard Bearer • Musician • Champion • Upgraded to Big 'Uns • Shield • Spear
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**ORC BOYZ #2**  
Orc boyz x22 - Standard - Infantry - 20x20mm

**174 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Orc Boy	4	3	3	3	4	1	2	1	7	Infantry
Orc Big 'Un	4	4	3	4	4	1	2	1	7	Infantry
Orc Boss	4	4	3	4	4	1	2	2	7	Infantry
<b>Model Rules</b>	Animosity • Choppa • Size Matters • Hand weapon • Light armour									

<b>Options</b>	Standard Bearer • Musician • Shield
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**ORC ARRER BOYZ #1**  
Orc arrer boyz x10 - Standard - Infantry - 20x20mm

**70 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Orc Arrer Boy	4	3	3	3	4	1	2	1	7	Infantry
Orc Arrer Boy Boss	4	3	4	4	4	1	2	1	7	Infantry
<b>Model Rules</b>	Animosity • Choppa • Size Matters • Hand weapon • Bow • Light armour									

**Special**



**BLACK ORCS #1**  
Black orcs x21 - Standard - Infantry - 20x20mm

**300 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Black Orc	4	4	3	4	4	1	2	1	8	Infantry
Black Orc Boss	4	5	3	4	4	1	2	2	8	Infantry
<b>Model Rules</b>	Armed to da Teef • Choppa • Immune to Psychology • Heavy armour • Huge array of weapons									

<b>Options</b>	Standard Bearer • Musician • Champion • War banner
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### TROLLS #1

Trolls **x6** - *Standard - Infantry - 20x20mm*

**210** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Troll	6	3	1	5	4	3	1	3	4	Monstrous Infantry
<b>Model Rules</b>	Fear • Regeneration • Stupidity • Troll Vomit • Bone, club or bit of tree									

## Rare



### GIANT #1

Giant - *Standard - Infantry - 20x20mm*

**200** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant	6	3	3	6	5	6	3	Special	10	Monster
<b>Model Rules</b>	Large target • Fall Over • Giant Special Attacks • Stubborn • Terror • Tree-trunk club									

## Magics

### Magic items

**Helm of Discord:** The wearer counts his armour save as being one point higher than normal. In addition, at the start of each Close Combat phase, choose an enemy character in base contact with the bearer or his unit. That character must immediately take a Leadership test. If the test is failed, the character succumbs to the helm's sibilant whispers of malice and jealousy. In this Close Combat phase, the victim cannot make attacks and is hit automatically.

**Ogre Blade:** Close combat attacks made with this sword are resolved at +2 Strength.

### Magic banners

**War banner:** A unit with this banner adds +1 to its combat result.

### Model Rules

**Animosity:**

**Armed to da Teef:**

**Bone, club or bit of tree:**

**Bow:**

**Choppa:**

**Fall Over:**

**Fear:**

**Fear Elves:**

**Giant Special Attacks:**

**Great Weapon:**

**Hand weapon:**

**Heavy armour:**

**Huge array of weapons:**

**Immune to Psychology:**

**Large target:**

**Light armour:**

**Quell Animosity:**

**Regeneration:**

**Size Matters:**

**Stubborn:**

**Stupidity:**

**Terror:**

**Tree-trunk club:**

**Troll Vomit:**

**Waaagh!:**

**Wizard:**

## 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.

Black orc Warboss #1



Black orc Warboss #2



Orc great shaman #1



Goblin Shaman #1



Goblin Shaman #2



Orc boyz #1



Orc boyz #2



Orc arrer boyz #1



Black orcs #1



Trolls #1



Giant #1

