



ORCS AND GOBLINS

ORCOS Y GOBLINS - 3 280 POINTS



65 pts (2.00 %) 280 pts (9.00 %) 90 pts (3.00 %) 85 pts (3.00 %) 2760 pts (84.00 %) 0 pts (0.00 %)

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

Lords



REY GOBLIN NOCTURNO

Goblin King - Standard - Infantry - 20x20mm

90 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 Heavy Armour • Great Weapon • Cave Goblin • Shortbow • May take Green Tide (General only)

Heroes



SHAMAN GOBLIN NOCTURNO

Goblin Shaman - Standard - Infantry - 20x20mm

85 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

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

Core



ARQUEROS GOBLINS NOCTURNOS

Goblins x50 - Standard - Infantry - 20x20mm

1 360 POINTS



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

Options Cave Goblin • Take Nets • Short Bows • Musician • Standard Bearer



ARQUEROS GOBLINS NOCTURNOS

Goblins x50 - Standard - Infantry - 20x20mm

1 400 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

Special



GARRAPATOS CAVERNICOLAS

Gnasher Herd **x35** - *Standard* - Infantry - 20x20mm

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher	5	4	-	5	3	1	4	2	5	War Beast
Model Rules	Oi, it bites ! • They're Everywhere ! • Immune to Psychology • Insignificant									

Rare



GARRAPATOS DESPACHURRADORES

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)									

Magics

Model Rules

Accident Prone:

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Immune to Psychology:

Insignificant:

Lethal Strike:

Light Armour:

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

Look At 'Em Go!:

Multiple Wounds (D3, Infantry and Cavalry):

Oi, it bites !:

Paired Weapons:

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Shambolic (3d6):

Strider (Forests):

They're Everywhere !:

Throwing Weapon:

Unruly:

Qr codes of your army

You 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 profile with your phone.

Garrapatos cavernícolas



Garrapatos despachurradores



Rey goblin nocturno



Shaman goblin nocturno



Arqueros goblins nocturnos



Arqueros goblins nocturnos

