



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #2 - 243 POINTS



0 pts (0.00 %) 0 pts (0.00 %) **183 pts (75.00 %)** 0 pts (0.00 %) **60 pts (25.00 %)** 20 pts (8.00 %)
Rare **Special** **Lords** **Heroes** **Core** **Mount**
 (25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords



GOBLIN KING #1

Goblin King - Standard - Infantry - 20x20mm

183 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	5	4	4	4	3	5	4	8	Infantry
Cave Gnasher	3D6	4	-	6	4	3	3	3	3	Monstrous Beast
Model Rules	Light Armour									
Model Rules (Cave Goblin)	Hatred (Dwarven Holds) • Insignificant • Unruly									
Model Rules (Cave Gnasher)	Impact Hits (1) • Bouncers • Hard Target • Oi, it bites ! • Fly (6) • Mount's Protection (6+)									
Model Rules (Cave Gnasher)	Impact Hits (1) • Bouncers • Hard Target • Oi, it bites ! • Fly (6) • Mount's Protection (6+)									

Options

Shield • Heavy Armour • Mount : Cave Gnasher • Cave Goblin • May take Green Tide (General only) • Blade of Strife • Crown of the Cavern King - Goblin only Cannot be taken by a Large Target

Core



GOBLINS #1

Goblins x20 - Standard - Infantry - 20x20mm

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Magics

Magic items

Blade of Strife:

Crown of the Cavern King - Goblin only Cannot be taken by a Large Target:

Model Rules

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Insignificant:

Lethal Strike:

Light Armour:

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

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Ricochet (1d6):

Running Amok!!:

Shambolic (2d6):

Strider (Forests):

Throwing Weapon:

Unruly:

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.

Goblin King #1



Goblins #1

