



ORCS AND GOBLINS


2500 - 5 269 POINTS



565 pts (11.00 %) 1459 pts (28.00 %) 605 pts (11.00 %) 0 pts (0.00 %) 2640 pts (50.00 %) 0 pts (0.00 %)

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


Lords



ORC BIG SHAMAN #1


Orc Big Shaman - Standard - Infantry - 20x20mm

300 POINTS



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


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



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 20x20mm


305 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
Model Rules (Iron Orc)	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									

Options	Paired Weapons • Shield • Great Weapon • Iron Orc • Plate Armour • May take Waaargh! (General only) • Bluffer's Helm - cannot be taken by Large Targets • Talisman of Supreme Shielding x1 • Divine Icon
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Core



GOBLIN RAIDERS #1


Goblin Raiders x5 - Standard - Infantry - 20x20mm

315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
Model Rules (Wolf)	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									


Options	Common Goblin • Shields • Musician
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GOBLINS #1

Goblins x32 - Standard - Infantry - 20x20mm

1 296 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 x2 • Short Bows • Musician • Standard Bearer
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ORC EADBASHERS
Orc Eadbashers **x34** - Standard - Infantry - 20x20mm

1 029 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 • Icon of the Relentless Company

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									



IRON ORCS #1
Iron Orcs **x21** - Standard - Infantry - 20x20mm

1 129 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	5	3	4	4	1	2	1	8	Infantry
Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules	Bodyguard (Iron Orc Warlord, Iron Orc Chief) • Shields • Heavy Armour • Great Weapon • Paired Weapons									

Options | Plate Armour • Champion • Musician • Standard Bearer • Banner of Speed



TROLL #1
Troll **x6** - Standard - Infantry - 20x20mm

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Troll	6	3	2	5	4	3	2	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									

Options | Common Troll

Rare



GARGANTULA #1
Gargantula - Standard - Infantry - 20x20mm

255 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									

Options | May take Web Launcher



GREAT GREEN IDOL - BSB

Great Green Idol - BSB - Standard - Infantry - 20x20mm

265 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Great Green Idol	6	2	-	6	8	6	2	3	8	Monster
Model Rules	Immune to Psychology • Crush Attack • Impact Hits (D3) • Smash 'Em Flat • Icon of the Waaargh! • Innate Defence (5+)									



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									

Magics

Magic items

Binding Scroll:

Gem of Fortune:

Sprout of Rebirth:

Bluffer's Helm - cannot be taken by Large Targets:

Divine Icon:

Talisman of Supreme Shielding:

Magic banners

Banner of Speed:

Icon of the Relentless Company:

Model Rules

Ballista:

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Crush Attack:

Distracting:

Fear:

Frenzy:

Git Launcher:

Great Weapon:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Icon of the Waaargh!:

Immune to Psychology:

Impact Hits (D3):

Innate Defence (4+):

Innate Defence (4+):

Innate Defence (5+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

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

Magic Resistance (3):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Poisoned Attack:

Regeneration (4+):

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Shields:

Short Bows:

Smash 'Em Flat:

Strider:

Strider (Forest):

Strider (Water):

Stubborn:

Stupidity:

Swiftstride:

Throwing Weapon:

Troll Belch:

Unruly:

Venomous Fangs:

Ward Save (6+):

Weapon Masters:

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 profil with your phone.

Gargantula #1



Git Launcher #1



Goblin Raiders #1



Goblins #1



Great Green Idol - BSB



Iron Orcs #1



Orc Big Shaman #1



Orc Eadbashers



Orc Warlord #1



Skewerer #1



Troll #1

