



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #1 - 4 256 POINTS



515 pts (12.00 %) 768 pts (18.00 %) 250 pts (6.00 %) 320 pts (8.00 %) 2403 pts (56.00 %) 0 pts (0.00 %)

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

Lords



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 20x20mm

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	6	3	5	5	3	4	4	9	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Feral Orc • May take Waaargh! (General only)
Magic items	Axe of the Aporcalypse (Lord) • Talisman of Greater Shielding • Potion of Swiftmess

Heroes



GOBLIN CHIEF - BSB

Goblin Chief - BSB - Standard - Infantry - 20x20mm

110 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
Model Rules	Light Armour									

Options	Common Goblin • Heavy Armour
Magic items	Lucky Shield • Pan of Protection Pinchin' - Goblins only • Ring of Fire



GOBLIN SHAMAN #1

Goblin Shaman - Standard - Infantry - 20x20mm

95 POINTS



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

Options	Forest Goblin
Magic items	Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods



ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 20x20mm

115 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	2	2	1	7	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Level 2 (Wizard Apprentice) • Feral Orc
Magic items	Charm of Cursed Iron
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness

Core



GOBLINS #2

Goblins x30 - Standard - Infantry - 20x20mm

1 330 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 • Shields • Champion • Musician • Standard Bearer
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ORC EADBASHERS

Orc Eadbashers x38 - Standard - Infantry - 20x20mm

1 073 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 • May take Mammoth Stabber • Spears • Champion • Musician • Standard Bearer
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Special



GIT LAUNCHER #2

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									



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
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SCRAP WAGON #2


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
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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									




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									



TROLL #1


Troll x8 - *Standard - Infantry - 20x20mm*

378 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bridge Troll	6	3	2	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									
Model Rules (Bridge Troll)	Strider (Water) • Distracting									


Options	Bridge Troll
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									



GARGANTULA #2

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)									

Magics

Magic items

Axe of the Apocalypse (Lord):

Charm of Cursed Iron:

Dispel Scroll:

Lucky Shield:

Pan of Protection Pinchin' - Goblins only:

Potion of Swiftmess:

Ring of Fire:

Talisman of Greater Shielding:

Model Rules

Accident Prone:

Born to Fight:

Distracting:

Fear:

Frenzy:

Git Launcher:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Impact Hits (2D6):

Innate Defence (4+):

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

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

Look At 'Em Go!:

Magic Resistance (3):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Poisoned Attack:

Pursuit Mode:

Regeneration (4+):

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Shambolic (3d6):

Short Bows:

Stone Thrower:

Strider:

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Swiftstride:

Throwing Weapon:

Throwing Weapons:

Troll Belch:

Unruly:

Unstable:

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



Gargantula #2



Git Launcher #2



Gnasher Wrecking Team #1



Goblin Chief - BSB



Goblin Shaman #1



Gobblins #2



Orc Eadbashers



Orc Shaman #1



Orc Warlord #1



Scrap Wagon #1



Scrap Wagon #2



Splatterer #2



Splatterer #2



Troll #1

