



ORCS AND GOBLINS

LIST ORCS AND GOBLINS - V1 #3 - 273 POINTS



0 pts (0.00%) **153 pts (56.00%)** 0 pts (0.00%) 0 pts (0.00%) 120 pts (44.00%) 0 pts (0.00%)
Rare **Special** **Lords** **Heroes** **Core** **Mount**
 (25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

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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GOBLINS #2

Goblins x20 - Standard - Infantry - 20x20mm

60 POINTS



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



TROLL #1

Troll x3 - Standard - Infantry - 20x20mm

153 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Troll	6	3	2	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									
Model Rules (Cave Troll)	Magic Resistance (3) • Innate Defence (4+)									

Options	Cave Troll
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Magics

Model Rules

Distracting:

Fear:

Hard Target:

Hatred (Army book: Dwarven Holds):

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

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

Magic Resistance (3):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Regeneration (4+):

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Strider (Water):

Stupidity:

Throwing Weapon:

Troll Belch:

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.

Goblins #1



Goblins #2



Troll #1

