



ORCS AND GOBLINS

LIST ORCS AND GOBLINS #1 - 3 645 POINTS



0 pts (0.00%) 0 pts (0.00%) 295 pts (7.00%) 0 pts (0.00%) 3350 pts (74.00%) 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

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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ORC BIG SHAMAN #1

Orc Big Shaman - Standard - Infantry - 20x20mm

175 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Magic | Level 3 Wizard Master . Generate spells from Path of the Big Green Gods, Path of Wilderness

Core



ORCS #1

Orcs x50 - Standard - Infantry - 20x20mm

2 150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	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 • Bows • Champion • Musician • Standard Bearer
Magic banners	Mikinok's Totem (Banner Enchantment)



GOBLINS #1

Goblins x20 - Standard - Infantry - 20x20mm

1 200 POINTS



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

Magic banners

Mikinok's Totem:

Model Rules

Born to Fight:

Frenzy:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

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):

Throwing Weapon:

Unruly:

Ward Save (6+):

Weapon Masters:

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.

Orc Warlord #1



Orc Big Shaman #1



Orcs #1



Goblins #1

