



ORCS AND GOBLINS

GOBLIN DE LA NUIT - 460 POINTS



0 pts (0.00%)
0 pts (0.00%)
0 pts (0.00%)
180 pts (39.00%)
280 pts (61.00%)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
(40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Death from Above



EMBROCHEUR #1

Skewerer - Standard - Construct - 60mm round

90 POINTS



Global	Adv	Mar	Dis				Model Rules
	4"	4"	6				War Machine, Insignificant
Defensive	HP	Def	Res	Arm			
	5	1	4	0	Light Armour		
Offensive	Att	Off	Str	Ap	Agi		
Goblin Crew	3	2	3	0	2	Move or Fire	, Common Goblin, Ballista (4+, 4+)



EMBROCHEUR #2

Skewerer - Standard - Construct - 60mm round

90 POINTS



Global	Adv	Mar	Dis				Model Rules
	4"	4"	6				War Machine, Insignificant
Defensive	HP	Def	Res	Arm			
	5	1	4	0	Light Armour		
Offensive	Att	Off	Str	Ap	Agi		
Goblin Crew	3	2	3	0	2	Move or Fire	, Common Goblin, Ballista (4+, 4+)

Big 'n Nasty



GIANT #1

Giant - Gigantic - Infantry - 50x75mm

280 POINTS



Global	Adv	Mar	Dis				Model Rules
	7"	14"	8				Giant See, Giant Do
Defensive	HP	Def	Res	Arm			
	7	3	5	1			
Offensive	Att	Off	Str	Ap	Agi		
Giant	5	3	5	2	3	Rage	

Magics

Racial Trait Spell

	Casting	Range	Type	Duration

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Bring the Pain</i>				
<i>Mf</i>	8+	18"	Hex	Last one Turn
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				

Model Rules

Ballista: Artillery Weapon.

Range 48", Shots 1, Str 3[6], AP 10, [Multiple Wounds (D3)], Area Attack (5x1).

Common Goblin: The model gains Insignificant.

Giant See, Giant Do: Universal Rule.

The model gains Born to Fight.

Insignificant:

Light Armour: Armor +1

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Rage: Attack Attribute - Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

Embroscheur #1



Embroscheur #2



Giant #1

