



ORCS AND GOBLINS

LIST ORQUES ET GOBELINS (v2022 BETA 2) #5 - 1 170 POINTS



415 pts (21.00 %) 755 pts (38.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Death from** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) **Above** **(15 Max)**
 (30 Max)

Characters



ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 25x25mm

130 POINTS



Global	Adv	Mar	Dis	Model Rules	
4"	8"	8	Wizard Apprentice		
Defensive	HP	Def	Res	Arm	
3	X	4	0		
Offensive	Att	Off	Str	Ap	Agi
Orc Shaman	2	3	4	1	2

Hand Weapon



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 25x25mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules	
4"	8"	9			
Defensive	HP	Def	Res	Arm	
3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi
Common Orc	4	X	5	2	4

Hand Weapon

Options

Iron Orc

Core



ORC 'EADBASHERS

Orc 'Eadbashers x30 - Standard - Infantry - 25x25mm

755 POINTS



Global	Adv	Mar	Dis	Model Rules	
4"	8"	7	Scoring		
Defensive	HP	Def	Res	Arm	
1	X	4	0		
Offensive	Att	Off	Str	Ap	Agi
Orc 'Eadbasher	1	4	4	1	2

Options

Champion • Musician • Standard Bearer • Feral Orc • Paired Weapons

Magic banners

Green Tide (Banner Enchantment)

Magics

Racial Trait Spell

Casting	Range	Type	Duration
H Bring the Pain			
Mf	8+	18"	Hex
Last one Turn			

Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.

Magic banners

Green Tide: The bearer's unit gains **Fight in Extra Rank**.

Model Rules

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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.

Orc Shaman #1



Orc Warlord #1



Orc 'Eadbashers

