



ORCS AND GOBLINS

DAVE WAAGH1 - 8 199 POINTS



2500 tester

65 pts (1.00%) 2147 pts (26.00%) 520 pts (6.00%) 180 pts (2.00%) 5287 pts (64.00%) 35 pts (0.00%)

Rare **Special** **Lords** **Heroes** **Core** **Mount**

(25 Max) (50 Max) (50 Max) (50 Max) (25 Least) (0 NoLimit)

Lords

ORC BIG SHAMAN #1

Orc Big Shaman - Standard - Infantry - 20x20mm

265 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	4	5	3	2	1	8	Infantry
War Boar	7	3	-	3	3	1	3	1	3	War Beast
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									

Options	Level 4 (Wizard Master) • Feral Orc • Mount : War Boar
Magic items	Waaargh! Paint - Feral Orc only • Sceptre of Power (Lords)
Magic	Level 3 Wizard Master . Generate spells from Path of the Big Green Gods, Path of Wilderness

GENERAL

Orc Warlord - Standard - Infantry - 20x20mm

255 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 Apocalypse (Lord) • Mithril Mail - models on foot only (Lords)

Heroes

ORC CHIEF #1

Orc Chief - Standard - Infantry - 20x20mm

80 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	5	3	4	5	2	3	3	8	Infantry
Model Rules (Feral Orc)	Frenzy • Frenzy • Ward Save (6+) • Ward Save (6+) • Born to Fight • Born to Fight • Unruly • Unruly									

Options	Feral Orc
Magic items	Fleshrender • Lucky Charm



ORC CHIEF #2

Orc Chief - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	5	3	4	5	2	3	3	8	Infantry
War Boar	7	3	-	3	3	1	3	1	3	War Beast
Model Rules (Feral Orc)	Frenzy • Frenzy • Ward Save (6+) • Ward Save (6+) • Born to Fight • Born to Fight • Unruly • Unruly									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									
Model Rules (War Boar)	Thunderous Charge • Mount's Protection (5+)									

Options	Feral Orc • Mount : War Boar
Magic items	Lucky Charm • Axe of Battle

Core



GOBLINS #1

Goblins x20 - Standard - Infantry - 20x20mm

1 315 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 x3 • Spears & Shields • Champion • Musician • Standard Bearer
Magic banners	Banner of Courage (Banner Enchantment)



ORCS #2

Orcs x29 - Standard - Infantry - 20x20mm

1 982 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 • May take Mammoth Stabber • Paired Weapons • Champion • Musician • Standard Bearer
Magic banners	Ironhide Icon (Banner Enchantment)



ORCS #1

Orcs x30 - Standard - Infantry - 20x20mm

1 990 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 • May take Mammoth Stabber • Paired Weapons • Champion • Musician • Standard Bearer
Magic banners	Ironhide Icon (Banner Enchantment)

Special



GIT LAUNCHER #1

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									



IRON ORCS #1

Iron Orcs x20 - Standard - Infantry - 20x20mm

1 135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	5	3	4	4	1	2	1	8	Infantry
Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules	Bodyguard (Iron Orc Warlord, Iron Orc Chief) • Shields • Heavy Armour • Great Weapon • Paired Weapons									

Options	Plate Armour • Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



MOUNTED EADBASHERS #1

Mounted Eadbashers x12 - Standard - Infantry - 20x20mm

634 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	4	3	4	4	1	2	1	7	Cavalry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
War Boar	7	3	-	3	3	1	3	1	3	
Model Rules	Light Lance • Mount's Protection (5+)									
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									
Model Rules (War Boar)	Thunderous Charge									

Options	Feral Orc • May take Paired Weapons • May take Shield • Champion • Musician • Standard Bearer
Magic banners	War Standard (Banner Enchantment)



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 x4 - Standard - Infantry - 20x20mm

198 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
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Rare



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 Battle:

Axe of the Apocalypse (Lord):

Fleshrender:

Lucky Charm:

Mithril Mail - models on foot only (Lords):

Sceptre of Power (Lords):

Waaargh! Paint - Feral Orc only:

Magic banners

Banner of Courage:

Ironhide Icon:

Rending Banner:

War Standard:

Model Rules

Accident Prone:

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Distracting:

Fear:

Frenzy:

Git Launcher:

Great Weapon:

Hard Target:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lance:

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

Look At 'Em Go!:

Magic Resistance (3):

Mount's Protection (5+):

Multiple Wounds (D3, Infantry and Cavalry):

Paired Weapons:

Regeneration (4+):

Ricochet (1d6):

Running Amok!:

Shambolic (2d6):

Shambolic (3d6):

Shields:

Stone Thrower:

Strider (Water):

Stupidity:

Throwing Weapon:

Thunderous Charge:

Troll Belch:

Unruly:

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.

Git Launcher #1



Gnasher Wrecking Team #1



Goblins #1



Iron Orcs #1



Mounted 'Eadbashers #1



Orc Big Shaman #1



Orc Chief #1



Orc Chief #2



General



Orcs #2



Orcs #1



Splatterer #2



Troll #1

