



ORCS AND GOBLINS

DA RUNT SMASHA EXPO'DISHN - 9 648 POINTS



90 pts (1.00%) 1445 pts (15.00%) 475 pts (5.00%) 250 pts (3.00%) 7388 pts (77.00%) 0 pts (0.00%)

Rare (25 Max) **Special** (50 Max) **Lords** (50 Max) **Heroes** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit)

Lords



POPPA EAD'

Orc Big Shaman - Standard - Infantry - 20x20mm

260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	4	5	3	2	1	8	Infantry
Model Rules (Common Orc)	Born to Fight • Unruly									

Options	Common Orc
Magic items	Talisman of Supreme Shielding • Grounding Rod (Lords) • Screaming Swords
Magic	Level 3 Wizard Master . Generate spells from Path of the Big Green Gods, Path of Wilderness



DA BLACK TYRANT

Orc Warlord - Standard - Infantry - 20x20mm

215 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
Model Rules (Iron Orc)	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									

Options	Shield • Iron Orc • Plate Armour
Magic items	Sword of Strength • Bluffer's Helm - cannot be taken by Large Targets

Heroes



ORC CHIEF - BSB

Orc Chief - BSB - Standard - Infantry - 20x20mm

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	6	3	4	5	2	3	3	8	Infantry

Options	Iron Orc • Plate Armour
Magic items	Armour of Destiny



BLEED'IN GUMS

Orc Shaman - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Magic items	Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness

Core



DA SCREAMAS
Orcs **x12** - Standard - Infantry - 20x20mm

1 774 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Options	Paired Weapons • Musician
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DA YELLAS
Orcs **x12** - Standard - Infantry - 20x20mm

1 774 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Options	Paired Weapons • Musician
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OZ'GIT'S CUTTAS
Orcs **x30** - Standard - Infantry - 20x20mm

1 920 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	1	2	1	7	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Model Rules (Common Orc)	Born to Fight • Unruly • Light Armour									

Options	Common Orc • Paired Weapons • Champion • Musician • Standard Bearer
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OR'BADS BASHAS
Orcs **x30** - Standard - Infantry - 20x20mm

1 920 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	

Options	Paired Weapons • Champion • Musician • Standard Bearer
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Special



DA ENFORCAS
Iron Orcs **x30** - Standard - Infantry - 20x20mm

1 255 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
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Magic banners	Ironhide Icon (Banner Enchantment)
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ORC BOAR CHARIOT #1

Orc Boar Chariot - *Standard - Infantry - 20x20mm*

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Eadbasher Riders (2)	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules	Impact Hits (+1) • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Eadbasher Riders (2))	Born to Fight									
Model Rules (War Boar (2))	Thunderous Charge									

Options	May take Heavy Armour
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ORC BOAR CHARIOT #2

Orc Boar Chariot - *Standard - Infantry - 20x20mm*

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Eadbasher Riders (2)	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules	Impact Hits (+1) • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Eadbasher Riders (2))	Born to Fight									
Model Rules (War Boar (2))	Thunderous Charge									

Options	May take Heavy Armour
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Rare



SKEWERER #1

Skewerer x2 - *Standard - Infantry - 20x20mm*

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Ballista									

Magics

Magic items

Armour of Destiny:

Bluffer's Helm - cannot be taken by Large Targets:

Dispel Scroll:

Grounding Rod (Lords):

Screaming Swords:

Sword of Strength:

Talisman of Supreme Shielding:

Magic banners

Ironhide Icon:

Model Rules

Ballista:

Bodyguard (Iron Orc Warlord, Iron Orc Chief):

Born to Fight:

Frenzy:

Great Weapon:

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Insignificant:

Lance:

Light Armour:

Mount's Protection (5+):

Paired Weapons:

Shields:

Thunderous Charge:

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.

Da Enforcas



Poppa Ead'



Orc Boar Chariot #1



Orc Boar Chariot #2



Orc Chief - BSB



Bleed'in Gums



Da Black Tyrant



Da Scremas



Da Yellas



Oz'Git's Cuttas



Or'bad's Bashas



Skewerer #1

