



ORCS AND GOBLINS

RUSH - 4 448 POINTS



Run&Crush

450 pts (10.00 %) 313 pts (7.00 %) 390 pts (9.00 %) 710 pts (16.00 %) 2585 pts (58.00 %) 310 pts (7.00 %)

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

Lords



BIGBOSS

Orc Warlord - Standard - Infantry - 20x20mm

390 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
Wyvern	4	5	-	6	5	4	3	3	6	Monstrous Beast
Model Rules (Iron Orc)	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									

Options	Shield • Iron Orc • Mount : Wyvern • Plate Armour • May take Waaargh! (General only)
Magic items	Talisman of Greater Shielding • Axe of the Apocalypse (Lord) • Dragonscale Helm
Notes	General

Heroes



TOXICKIK

Goblin Shaman - Standard - Infantry - 20x20mm

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Forest Goblin	4	2	3	3	3	2	2	1	6	Infantry
Scuttler Spider	7	3	-	3	3	1	4	1	2	War Beast
Model Rules (Forest Goblin)	Insignificant • Unruly • Strider (Forests)									
Model Rules (Scuttler Spider)	Strider • Poisoned Attacks • Fast Cavalry • Scout • Mount's Protection (6+)									
Model Rules (Scuttler Spider)	Strider • Poisoned Attacks • Fast Cavalry • Scout • Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Forest Goblin • Mount : Scuttler Spider
Magic items	Pan of Protection Pinchin' - Goblins only • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods
Notes	Lvl. 2 Little Green Gods



ORC CHIEF - BSB

Orc Chief - BSB - Standard - Infantry - 20x20mm

295 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	6	3	4	5	2	3	3	8	Infantry
Wyvern	4	5	-	6	5	4	3	3	6	Monstrous Beast
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									
Model Rules (Wyvern)	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									

Options	Iron Orc • Shield • Plate Armour • Mount : Wyvern
Magic items	Talisman of Supreme Shielding



KRANOCK

Orc Shaman - *Standard - Infantry - 20x20mm*

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Feral Orc	4	3	3	3	4	2	2	1	7	Infantry
Model Rules (Feral Orc)	Frenzy • Ward Save (6+) • Born to Fight • Unruly									

Options	Level 2 (Wizard Apprentice) • Feral Orc
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness
Notes	Lvl. 2 : Wilderness



MASHER'S CAR

Orc Shaman - *Standard - Infantry - 20x20mm*

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	2	2	1	7	Infantry
Chariot	-	-	-	5	5	4	-	-	-	Chariot
Rider	-	4	3	4	-	-	2	1	7	
War Boar (2)	7	3	-	3	-	-	3	1	3	
Model Rules (Common Orc)	Born to Fight • Unruly									
Model Rules (Chariot)	Born to Fight • Thunderous Charge • Scythes • Light Armour • Lance • Mount's Protection (5+)									
Model Rules (Chariot)	Born to Fight • Thunderous Charge • Scythes • Light Armour • Lance • Mount's Protection (5+)									

Options	Level 2 (Wizard Apprentice) • Common Orc • Mount : Orc Boar Chariot
Magic items	Talisman of Shielding • Gem of Fortune
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness
Notes	Lvl. 2 Big Green Gods

Core



SPEEDER'S

Goblin Raiders x12 - *Standard - Infantry - 20x20mm*

400 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Scuttler Spider	7	3	-	3	3	1	4	1	-	
Model Rules (Scuttler Spider)	Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)									

Options	Forest Goblin • Shields • Musician • Standard Bearer • Throwing Weapons (Forest Goblin only)
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HARDERS

Orcs x45 - *Standard - Infantry - 20x20mm*

2 185 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 • Shields • Spears • Bows • Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)

Special



GNYARKBOUNDER

Gnasher Dashers x6 - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
Model Rules	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



BEURKIKER

Troll x5 - Standard - Infantry - 20x20mm

243 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Troll	6	3	2	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									
Model Rules (Cave Troll)	Magic Resistance (3) • Innate Defence (4+)									

Options

Cave Troll

Rare



TOXIKMUM

Gargantula - Standard - Infantry - 20x20mm

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargantula	7	4	-	5	6	8	4	8	-	Ridden Monster
Forest Goblin (8)	-	2	3	3	-	-	2	1	6	
Model Rules	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
Model Rules (Gargantula)	Poisoned Attack									
Model Rules (Forest Goblin (8))	Light Lances • Short Bows									



TOXIKAUNT

Gargantula - Standard - Infantry - 20x20mm

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargantula	7	4	-	5	6	8	4	8	-	Ridden Monster
Forest Goblin (8)	-	2	3	3	-	-	2	1	6	
Model Rules	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
Model Rules (Gargantula)	Poisoned Attack									
Model Rules (Forest Goblin (8))	Light Lances • Short Bows									

Magics

Magic items

Axe of the Apocalypse (Lord):

Dispel Scroll:

Dragonscale Helm:

Gem of Fortune:

Pan of Protection Pinchin' - Goblins only:

Talisman of Greater Shielding:

Talisman of Shielding:

Talisman of Supreme Shielding:

Magic banners

Banner of Speed:

Model Rules

Born to Fight:

Distracting:

Fear:

Fly (6):

Frenzy:

Hatred (Army book: Dwarven Holds):

Heavy Armour:

Immune to Psychology:

Innate Defence (4+):

Innate Defence (4+):

Insignificant:

Light Armour:

Light Lances:

Magic Resistance (3):

Mount's Protection (6+):

Oi, it bites !:

Poisoned Attack:

Regeneration (4+):

Rows of Teeth:

Short Bows:

Skirmishers:

Strider:

Strider (Forest):

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Swiftstride:

Troll Belch:

Unruly:

Venomous Fangs:

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.

ToxikMum



Toxikaunt



GnyarkBounder



Speeder's



Toxickik



Orc Chief - BSB



Kranock



Masher's Car



BigBoss



Harders



Beurkiker

