



ORCS GOBLINS

GOBELINS - 2 000 POINTS



225 pts (11.00%) 300 pts (15.00%) 565 pts (28.00%) 475 pts (24.00%) 435 pts (22.00%)
Lords **Hereos** **Core** **Special** **Rare**
 (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit) (0 NoLimit)

Lords



GOBELIN GREAT SHAMAN #1
 Goblin great shaman - *Standard - Infantry - 20x20mm*

225 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Great Shaman	4	2	3	3	4	3	2	1	7	Infantry
Model Rules	Fear Elves • Wizard(Level 3) • Hand weapon									

Options	Level 4 Wizard
Magic items	Talisman of Preservation

Hereos



GOBELIN BIG BOSS #1
 Goblin big boss - *Standard - Infantry - 20x20mm*

91 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Big Boss	4	4	3	4	4	2	3	3	7	Infantry
Model Rules	Fear Elves • Hand weapon									

Options	Light armour • Great Weapon
Magic items	Armour of Destiny



GOBELIN BIG BOSS #2
 Goblin big boss - *Standard - Infantry - 20x20mm*

94 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Big Boss	4	4	3	4	4	2	3	3	7	Infantry
Giant Wolf	9	3	0	3	3	1	3	1	3	War Beast
Model Rules	Fear Elves • Hand weapon									
Model Rules (Giant Wolf)	Fast Cavalry									
Model Rules (Giant Wolf)	Fast Cavalry									

Options	Giant wolf • Light armour
Magic items	Fencer's Blades • Dragonhelm



GOBLIN SHAMAN #1
 Goblin Shaman - *Standard - Infantry - 20x20mm*

115 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Shaman	4	2	3	3	3	2	2	1	6	Infantry
Model Rules	Fear Elves • Wizard(Level 1) • Hand weapon									

Options	Level 2 Wizard
Magic items	Dispell scroll

Core



GOBLINS #1

Goblins x35 - Standard - Infantry - 20x20mm

136 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin	4	2	3	3	3	1	2	1	6	Infantry
Goblin Boss	4	2	3	3	3	1	2	1	6	Infantry
Nasty Skulker	4	2	3	3	3	1	2	2	6	Infantry
Model Rules	Animosity • Fear Elves • Hand weapon • Light armour									
Model Rules (Nasty Skulker)	Two hand weapons • Light armour									

Options	Shield • Champion • Musician • Standard Bearer • Spear
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GOBLIN WOLF RIDERS #1

Goblin wolf riders x5 - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Wolf Rider	4	2	3	3	3	1	2	1	6	Cavalry
Goblin Wolf Rider Boss	4	2	3	3	3	1	2	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	Cavalry
Model Rules	Animosity • Fast Cavalry • Fear Elves • Hand weapon • Light armour									

Options	Musician • Shield • Spear
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GOBLIN WOLF RIDERS #1

Goblin wolf riders x5 - Standard - Infantry - 20x20mm

70 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin Wolf Rider	4	2	3	3	3	1	2	1	6	Cavalry
Goblin Wolf Rider Boss	4	2	3	3	3	1	2	2	6	Cavalry
Giant Wolf	9	3	0	3	3	1	3	1	3	Cavalry
Model Rules	Animosity • Fast Cavalry • Fear Elves • Hand weapon • Light armour									

Options	Musician • Shield • Spear
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GOBLINS #1

Goblins x36 - Standard - Infantry - 20x20mm

139 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin	4	2	3	3	3	1	2	1	6	Infantry
Goblin Boss	4	2	3	3	3	1	2	1	6	Infantry
Nasty Skulker	4	2	3	3	3	1	2	2	6	Infantry
Model Rules	Animosity • Fear Elves • Hand weapon • Light armour									
Model Rules (Nasty Skulker)	Two hand weapons • Light armour									

Options	Shield • Champion • Musician • Standard Bearer • Spear
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GOBLINS #3

Goblins x20 - Standard - Infantry - 20x20mm

70,5 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin	4	2	3	3	3	1	2	1	6	Infantry
Goblin Boss	4	2	3	3	3	1	2	1	6	Infantry
Nasty Skulker	4	2	3	3	3	1	2	2	6	Infantry
Model Rules	Animosity • Fear Elves • Hand weapon • Light armour									
Model Rules (Nasty Skulker)	Two hand weapons • Light armour									

Options	Musician • Short bow
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GOBLINS #3

Goblins x23 - Standard - Infantry - 20x20mm

79,5 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin	4	2	3	3	3	1	2	1	6	Infantry
Goblin Boss	4	2	3	3	3	1	2	1	6	Infantry
Nasty Skulker	4	2	3	3	3	1	2	2	6	Infantry
Model Rules	Animosity • Fear Elves • Hand weapon • Light armour									
Model Rules (Nasty Skulker)	Two hand weapons • Light armour									

Options	Musician • Short bow
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Special



GOBLIN SPEAR CHUKKA #1

Goblin spear chukka - Standard - Infantry - 20x20mm

35 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spear Chukka	-	-	-	-	7	3	-	-	-	War Machine
Goblin Crew	4	2	3	3	3	1	2	1	6	Infantry
Orc Bully	4	2	3	3	4	1	2	1	7	Infantry
Model Rules	Fear Elves • Slipshod									
Model Rules (Goblin Crew)	Hand weapon									
Model Rules (Orc Bully)	Choppa • Size Matters • Hand weapon • Light armour									



GOBLIN SPEAR CHUKKA #1

Goblin spear chukka - Standard - Infantry - 20x20mm

35 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spear Chukka	-	-	-	-	7	3	-	-	-	War Machine
Goblin Crew	4	2	3	3	3	1	2	1	6	Infantry
Orc Bully	4	2	3	3	4	1	2	1	7	Infantry
Model Rules	Fear Elves • Slipshod									
Model Rules (Goblin Crew)	Hand weapon									
Model Rules (Orc Bully)	Choppa • Size Matters • Hand weapon • Light armour									



GOBLIN SPEAR CHUKKA #1

Goblin spear chukka - Standard - Infantry - 20x20mm

35 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Spear Chukka	-	-	-	-	7	3	-	-	-	War Machine
Goblin Crew	4	2	3	3	3	1	2	1	6	Infantry
Orc Bully	4	2	3	3	4	1	2	1	7	Infantry
Model Rules	Fear Elves • Slipshod									
Model Rules (Goblin Crew)	Hand weapon									
Model Rules (Orc Bully)	Choppa • Size Matters • Hand weapon • Light armour									



TROLLS #1

Trolls x3 - Standard - Infantry - 20x20mm

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Troll	6	3	1	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Fear • Regeneration • Stupidity • Troll Vomit • Bone, club or bit of tree									



TROLLS #1

Trolls x3 - Standard - Infantry - 20x20mm

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Troll	6	3	1	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Fear • Regeneration • Stupidity • Troll Vomit • Bone, club or bit of tree									



GOBLIN WOLF CHARIOT #1

Goblin wolf chariot x3 - Standard - Infantry - 20x20mm

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	3	-	-	-	Chariot
Goblin Crew	-	2	3	3	-	-	2	1	6	Infantry
Giant Wolf	9	3	-	3	-	-	3	1	-	Beast
Model Rules	Fear Elves									
Model Rules (Chariot)	Scythed wheels									
Model Rules (Goblin Crew)	Spear • Hand weapon • Short bow									

Options

Add Giant Wolf x2

Rare



RIVER TROLLS #1

River trolls x3 - Standard - Infantry - 20x20mm

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
River Trolls	6	3	1	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Fear • Regeneration • River Troll • Stupidity • Troll Vomit • Bone, club or bit of tree									



STONE TROLLS #1

Stone trolls x3 - Standard - Infantry - 20x20mm

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Stone Troll	6	3	1	5	4	3	1	3	4	Monstrous Infantry
Model Rules	Fear • Regeneration • Stupidity • Troll Vomit • Stone Troll • Bone, club or bit of tree									



DOMM DIVER CATAPULT #1

Domm diver catapult - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Catapult	-	-	-	-	7	3	-	-	-	War Machine
Goblin Crew	4	2	3	3	3	1	2	1	6	Infantry
Model Rules	Fear Elves • Doom Diver Catapult									
Model Rules (Goblin Crew)	Hand weapon									



GOBLIN ROCK LOBBER #1

Goblin rock lobber - Standard - Infantry - 20x20mm

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rock Lobber	-	-	-	-	7	3	-	-	-	War Machine
Goblin Crew	4	2	3	3	3	2	2	1	6	Infantry
Orc Bully	4	2	3	3	4	1	2	1	7	Infantry
Model Rules	Fear Elves									
Model Rules (Goblin Crew)	Hand weapon									
Model Rules (Orc Bully)	Choppa • Size Matters • Hand weapon • Light armour									

Magics

Magic items

Armour of Destiny: Heavy armour. The Armour of Destiny grants the wearer a 4+ ward save.

Dispell scroll: One use only. When an enemy spell has been cast, a wizard who has a dispell scroll can read it instead of attempting to dispell the spell by using dispell dice. This automatically dispells the enemy spell; no dice roll is required. Note that even a dispell scroll will not help if the spell has been cast with irresistible force. Note also that a dispell scroll cannot be used to dispell spells that remain in play other than at the moment they are cast.

Dragonhelm: The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save against Flaming Attacks.

Fencer's Blades: Paired weapons. The bearer has Weapon Skill 10.

Talisman of Preservation: The Talisman of Preservation grants the bearer a 4+ ward save.

Model Rules

Animosity:

Bone, club or bit of tree:

Choppa:

Doom Diver Catapult:

Fast Cavalry:

Fear:

Fear Elves:

Hand weapon:

Light armour:

Regeneration:

River Troll:

Scythed wheels:

Short bow:

Size Matters:

Slipshod:

Spear:

Stone Troll:

Stupidity:

Troll Vomit:

Two hand weapons:

Wizard:

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.

River trolls #1



Stone trolls #1



Domm diver catapult #1



Goblin rock lobber #1



Goblin spear chukka #1



Goblin spear chukka #1



Goblin spear chukka #1



Trolls #1



Trolls #1



Goblin wolf chariot #1



Goblins #1



Goblin wolf riders #1



Goblin wolf riders #1



Goblins #1



Goblins #3



Goblins #3



Gobelin great shaman #1



Gobelin big boss #1



Gobelin big boss #2



Goblin Shaman #1

