



# ORCS AND GOBLINS

## 4000 PTS DEFENSIF - 8 070 POINTS



895 pts (11.00 %) 1180 pts (15.00 %) 905 pts (11.00 %) 335 pts (4.00 %) 4755 pts (59.00 %) 125 pts (2.00 %)

**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

255 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
--------	---	----	----	---	---	---	---	---	----	------

<b>Options</b>	Level 4 (Wizard Master)
<b>Magic items</b>	Book of Arcane Power (Lords)
<b>Magic</b>	Level 3 Wizard Master . Generate spells from Path of the Big Green Gods, Path of Wilderness



#### ORC WARLORD #2

Orc Warlord - Standard - Infantry - 20x20mm

285 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Iron Orc	4	7	3	5	5	3	4	4	9	Infantry
War Boar	7	3	-	3	3	1	3	1	3	War Beast
<b>Model Rules (Iron Orc)</b>	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									
<b>Model Rules (War Boar)</b>	Thunderous Charge • Mount's Protection (5+)									
<b>Model Rules (War Boar)</b>	Thunderous Charge • Mount's Protection (5+)									

<b>Options</b>	Shield • Iron Orc • Mount : War Boar • Plate Armour
<b>Magic items</b>	Axe of the Apocalypse (Lord) • Dusk Stone • Potion of Swiftmess



#### ORC WARLORD #1

Orc Warlord - Standard - Infantry - 20x20mm

365 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
<b>Model Rules (Iron Orc)</b>	Weapon Masters • Immune to Psychology • Born to Fight • Heavy Armour									
<b>Model Rules (Wyvern)</b>	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									
<b>Model Rules (Wyvern)</b>	Venomous Fangs • Fear • Fly (8) • Poisoned Attacks • Large Target									

<b>Options</b>	Iron Orc • Mount : Wyvern • Plate Armour
<b>Magic items</b>	Blade of Strife • Hardened Shield • Talisman of Supreme Shielding

### Heroes



#### GOBLIN SHAMAN #1

Goblin Shaman - Standard - Infantry - 20x20mm

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
--------	---	----	----	---	---	---	---	---	----	------

<b>Options</b>	Level 2 (Wizard Apprentice)
<b>Magic items</b>	Tome of Arcane Lore (Heroes)
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods



### ORC CHIEF - BSB

Orc Chief - BSB - Standard - Infantry - 20x20mm

## 135 POINTS



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


<b>Options</b>	Common Orc • Great Weapon
<b>Magic items</b>	Mithril Mail - models on foot only (Heroes) • Talisman of Greater Shielding



### ORC SHAMAN #1

Orc Shaman - Standard - Infantry - 20x20mm

## 100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
--------	---	----	----	---	---	---	---	---	----	------

<b>Magic items</b>	Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from Path of the Big Green Gods, Path of Wilderness

## Core



### GOBLIN RAIDERS #1


Goblin Raiders x5 - Standard - Infantry - 20x20mm

## 315 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Goblin rider	4	2	3	3	3	1	2	1	6	Cavalry
Wolf	9	3	-	3	3	1	3	1	3	
<b>Model Rules (Wolf)</b>	Insignificant • Unruly • Mount's Protection (6+) • Light Armour									


<b>Options</b>	Common Goblin • Shields • Light Lances • Short Bows
----------------	---



### GOBLINS #1

Goblins x60 - Standard - Infantry - 20x20mm

## 1 520 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
<b>Model Rules (Mad Git)</b>	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

<b>Options</b>	Cave Goblin • Take Nets • Take up to 3 Mad Gits x3 • Shields • Musician • Standard Bearer
----------------	---



### ORC EADBASHERS

Orc Eadbashers x35 - Standard - Infantry - 20x20mm

## 1 050 POINTS



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

<b>Options</b>	Feral Orc • Spears • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Ironhide Icon (Banner Enchantment)



### ORCS #1

Orcs x20 - Standard - Infantry - 20x20mm

1 870 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	-	
<b>Model Rules (Common Orc)</b>	Born to Fight • Unruly • Light Armour									

**Options** Common Orc • Shields • Bows • Champion • Musician • Standard Bearer

## Special



### GNASHER DASHERS #3

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	
<b>Model Rules</b>	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



### GNASHER DASHERS #2

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	
<b>Model Rules</b>	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



### GNASHER DASHERS #1

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	
<b>Model Rules</b>	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



### MOUNTED ?EADBASHERS #1

Mounted 'Eadbashers x10 - Standard - Infantry - 20x20mm

610 POINTS



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

**Options** Common Orc • May take Heavy Armour • May take Lances • May take Shield • Musician • Standard Bearer

**Magic banners** Ironhide Icon (Banner Enchantment)



### SPLATTERER #1

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	
<b>Model Rules</b>	Insignificant • Stone Thrower									



### 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	
<b>Model Rules</b>	Insignificant • Stone Thrower									



### SPLATTERER #3

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	
<b>Model Rules</b>	Insignificant • Stone Thrower									



### SPLATTERER #4

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	
<b>Model Rules</b>	Insignificant • Stone Thrower									

Rare



### GARGANTULA #1

Gargantula - *Standard - Infantry - 20x20mm*

255 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	
<b>Model Rules</b>	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
<b>Model Rules (Gargantula)</b>	Poisoned Attack									
<b>Model Rules (Forest Goblin (8))</b>	Light Lances • Short Bows									

<b>Options</b>	May take Web Launcher
----------------	-----------------------



### GARGANTULA #2

Gargantula - Standard - Infantry - 20x20mm

255 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	
<b>Model Rules</b>	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
<b>Model Rules (Gargantula)</b>	Poisoned Attack									
<b>Model Rules (Forest Goblin (8))</b>	Light Lances • Short Bows									

<b>Options</b>	May take Web Launcher
----------------	-----------------------



### GARGANTULA #3

Gargantula - Standard - Infantry - 20x20mm

255 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	
<b>Model Rules</b>	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
<b>Model Rules (Gargantula)</b>	Poisoned Attack									
<b>Model Rules (Forest Goblin (8))</b>	Light Lances • Short Bows									

<b>Options</b>	May take Web Launcher
----------------	-----------------------



### 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
<b>Model Rules</b>	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									



### GNASHER WRECKING TEAM #2

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
<b>Model Rules</b>	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									

## Magics

### Magic items

**Axe of the Apocalypse (Lord):**

**Blade of Strife:**

**Book of Arcane Power (Lords):**

**Dispel Scroll:**

**Dusk Stone:**

**Hardened Shield:**

**Mithril Mail - models on foot only (Heroes):**

**Potion of Swiftiness:**

**Talisman of Greater Shielding:**

**Talisman of Supreme Shielding:**

**Tome of Arcane Lore (Heroes):**

## **Magic banners**

**Ironhide Icon:**

## **Model Rules**

**Accident Prone:**

**Born to Fight:**

**Fly (6):**

**Frenzy:**

**Hard Target:**

**Hatred (Army book: Dwarven Holds):**

**Heavy Armour:**

**Immune to Psychology:**

**Innate Defence (4+):**

**Insignificant:**

**Lethal Strike:**

**Light Armour:**

**Light Lance:**

**Light Lances:**

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

**Look At 'Em Go!:**

**Mount's Protection (5+):**

**Mount's Protection (6+):**

**Multiple Wounds (D3, Infantry and Cavalry):**

**Oi, it bites !:**

**Paired Weapons:**

**Poisoned Attack:**

**Ricochet (1d6):**

**Rows of Teeth:**

**Running Amok!:**

**Shambolic (2d6):**

**Shambolic (3d6):**

**Short Bows:**

**Skirmishers:**

**Stone Thrower:**

**Strider:**

**Strider (Forest):**

**Strider (Forests):**

**Stubborn:**

**Swiftstride:**

**Throwing Weapon:**

**Thunderous Charge:**

**Unruly:**

**Venomous Fangs:**

**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.

Gargantula #1



Gargantula #2



Gargantula #3



Gnasher Dashers #3



Gnasher Dashers #2



Gnasher Dashers #1



Gnasher Wrecking Team #1



Gnasher Wrecking Team #2



Goblin Raiders #1



Goblin Shaman #1



Goblins #1



Mounted 'Eadbashers #1



Orc Big Shaman #1



Orc Chief - BSB



Orc Eadbashers



Orc Shaman #1



Orc Warlord #2



Orc Warlord #1





Orcs #1



Splatterer #1



Splatterer #2



Splatterer #3



Splatterer #4

