



# ORCS AND GOBLINS

## 1500 PKT O G - 4 600 POINTS




Fun list

0 pts (0.00%) 715 pts (16.00%) 475 pts (10.00%) 135 pts (3.00%) 3275 pts (71.00%) 0 pts (0.00%)

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

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


### Lords



### KRISCHNIK

Goblin Big Shaman - *Standard - Infantry - 20x20mm*

## 260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	4	3	3	1	6	Infantry
<b>Model Rules (Cave Goblin)</b>		Hatred (Army book: Dwarven Holds) • Insignificant • Unruly								


<b>Options</b>	Level 4 (Wizard Master) • Cave Goblin
<b>Magic items</b>	Armour of Fortune • Dispel Scroll
<b>Magic</b>	Level 3 Wizard Master . Generate spells from Path of the Little Green Gods, Path of Shadow



### GROMBAZZ MOSCHA

Orc Warlord - *Standard - Infantry - 20x20mm*


## 215 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	6	3	5	5	3	4	4	9	Infantry
<b>Model Rules (Common Orc)</b>		Unruly • Born to Fight • Light Armour								

<b>Options</b>	Shield • Common Orc
<b>Magic items</b>	Hero's Sword (Lord) - Characters only • Plates of Tuktek • Talisman of Greater Shielding


### Heroes



### MOGASCH ( 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 • Shield • Heavy Armour
<b>Magic items</b>	Dragon Mantle - models on foot only
<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)


### Core



### GOBLIN RAIDERS #2


Goblin Raiders x5 - *Standard - Infantry - 20x20mm*

## 330 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	-	
<b>Model Rules (Scuttler Spider)</b>		Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)								


<b>Options</b>	Forest Goblin • Shields • Musician • Standard Bearer • Throwing Weapons (Forest Goblin only)
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### GOBLIN RAIDERS #1


Goblin Raiders x5 - Standard - Infantry - 20x20mm

## 335 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	-	
<b>Model Rules (Scuttler Spider)</b>	Insignificant • Strider (Forest) • Unruly • Mount's Protection (6+)									


<b>Options</b>	Forest Goblin • Shields • Light Lances • Musician • Standard Bearer • Throwing Weapons (Forest Goblin only)
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### GOBLINS #2


Goblins x20 - Standard - Infantry - 20x20mm

## 1 220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
<b>Model Rules (Cave Goblin)</b>	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									


<b>Options</b>	Cave Goblin • Short Bows • Musician • Standard Bearer
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### GOBLINS #1

Goblins x40 - Standard - Infantry - 20x20mm


## 1 390 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
<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 x1 • Spears & Shields • Champion • Musician • Standard Bearer
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## Special



### GROMBAZZ BOYZZ

Mounted 'Eadbashers x10 - Standard - Infantry - 20x20mm

## 620 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common 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	
<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									

<b>Options</b>	Common Orc • May take Heavy Armour • May take Lances • May take Shield • Champion • Musician • Standard Bearer
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<b>Magic banners</b>	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	
<b>Model Rules</b>	Impact Hits (+1) • Light Armour • Lance • Mount's Protection (5+)									
<b>Model Rules (Eadbasher Riders (2))</b>	Born to Fight									
<b>Model Rules (War Boar (2))</b>	Thunderous Charge									

<b>Options</b>	May take Heavy Armour
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## Magics

### Magic items

**Armour of Fortune:**

**Dispel Scroll:**

**Dragon Mantle - models on foot only:**

**Hero's Sword (Lord) - Characters only:**

**Plates of Tuktek:**

**Talisman of Greater Shielding:**

### Magic banners

**Banner of Discipline:**

**Ironhide Icon:**

### Model Rules

**Born to Fight:**

**Frenzy:**

**Hard Target:**

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

**Heavy Armour:**

**Immune to Psychology:**

**Impact Hits (+1):**

**Insignificant:**

**Lance:**

**Lethal Strike:**

**Light Armour:**

**Light Lance:**

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

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

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

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

**Paired Weapons:**

**Ricochet (1d6):**

**Running Amok!!:**

**Shambolic (2d6):**

**Strider (Forest):**

**Strider (Forests):**

**Throwing Weapon:**

**Thunderous Charge:**

**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.

Krischnik



Goblin Raiders #2



Goblin Raiders #1



Goblins #2



Goblins #1



Grombazz boyzz



Orc Boar Chariot #1



Mogasch ( BSB )



Grombazz Moscha

