



120 pts (3.00 %) **0 pts (0.00 %) 0 pts (0.00 %)** *0 pts (0.00 %)*
Characters **Core** **Special** **Death from** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) **Above** (15 Max) (30 Max)

Characters



GRIZZA

Goblin Witch Doctor - *Standard - Infantry - 20x20mm*

120 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	6			Wizard Apprentice, Insignificant
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Common Goblin Witch Doctor	1	2	3	0	3	Common Goblin, Hand Weapon

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Bring the Pain				
<i>Mf</i>	8+	18"	Hex	Last one Turn
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				

Model Rules

Common Goblin: The model gains Insignificant.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Insignificant:

Light Armour: Armor +1

Wizard Apprentice: - Knows 1 spell.
 - Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
 The Wizard selects its spells as described in Spell Selection

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.

