



ORCS AND GOBLINS

ORC V6 - 840 POINTS



1005 pts (40.00 %) **Characters** (40 Max)
 0 pts (0.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Death from Above** (15 Max)
 460 pts (18.00 %) **Big 'n Nasty** (30 Max)

Characters



GOBLIN WITCH DOCTOR #1
 Goblin Witch Doctor - Gigantic - Beast - 100x100mm

840 POINTS



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



MOUNT GARGANTULA

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fearless, Stubborn, Strider		
Defensive	HP	Def	Res	Arm		
	8	4	6	3		
Offensive	Att	Off	Str	Ap	Agi	
Goblin	1	2	3	0	2	Forest Goblin, Light Lance, Bow
Gargantula	8	4	5	2	4	Harnessed, Poison Attacks, Venomous Fangs

Options | Forest Goblin • Pyromancy • Wizard Master and +1 Health Point • Gargantula • Spider Mother Shrine

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H 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>				



Pyromancy

		Casting	Range	Type	Duration	Effect
5	Scorching Salvo	8+	24" Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6" Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
A	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>

Model Rules

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

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.

Goblin Witch Doctor #1

