

# Orcs

*Orcs know that where there's Weirdstone, there's bound to be adventurers to crump.*

## Special Rules

### Poor Discipline

At the beginning of the Recovery Phase, roll a D6 for each Henchman who is subject to this rule and who is not in close combat, or Fleeing, Knocked Down, or Stunned. On a 1, roll a second D6 and consult the following:

1 – the model charges and fights the nearest friendly model subject to this rule. At the end of the combat phase, the models will move 1" apart. If there are no charge targets within reach, the model will fire a missile weapon instead if possible. If this is also not possible, the model is affected as if it rolled a 2-5.

2-5 – the model can do nothing this turn except fight in close combat if necessary.

6 – if there is an enemy model in Line of Sight, the Orc must either charge, if possible, or move as quickly toward it as possible. If there are no enemy models in Line of Sight, the Orc can make an additional normal move before any other moves this turn. If this extra move takes the Orc into charge distance of an enemy model, it must charge.

### Da Boss is Dead, Long Live da Boss!

Should the Hero with the Leader special rule die, they will always be replaced by an Orc if one exists, regardless of Ld.

## Special Skills

### 'Ard Head

This Hero that is Stunned is instead Knocked Down on a D6 roll of 3+. If wearing a helmet, this is changed to a 2+.

### Waaagh!

This Hero may add +D3" to their charge range. Roll this after declaring a charge.

### 'Ere we go!

This Hero may ignore Fear and Terror tests when charging, but is not Immune to Fear or Terror.

### Da Cunnin' Plan

Iron Orc Boss only. This Hero may re-roll failed Rout Tests if not Out of Action.

### 'Ead Basher

If this Hero Knocks Down an enemy, treat them instead as Stunned.

## **Maximum Statistics**

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	6	6	4	5	3	5	4	9
Goblin	4	5	6	4	4	3	6	4	7

Starting Gold	Model Count
500pg	3-20

## **Hired Hands and Legendary Figures**

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Gladiator</li><li>• Iron Orc Overseer</li><li>• Ninja Scrapling</li><li>• Ogre Mercenary</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li></ul>

## **Heroes**

Hero	Number Allowed	Start XP	Cost to Hire
Orc Boss	1	20	80pg
Orc Shaman	1	10	40pg
Big'un	1-2	15	45pg

## **Henchmen**

Henchmen	Number Allowed	Cost to Hire
Orc Boy	-	25pg
Goblin Warrior	-	25pg
Cave Gnasher	1-5	15pg
Troll	1	200pg

## **Special Equipment**

### **Madcap Mushrooms (25pg)**

One use only. A Goblin can choose to consume a Madcap Mushroom before a skirmish. The Goblin is subject to Frenzy. After the skirmish, roll a D6. On a 1, the model is permanently effected by Stupidity.

### **Gnasher Prodder (15pg)**

Range	Strength
Close Combat	As User

## **Special Rules**

Strikes First

Extends the reach of the Minderz special rule by 6" (to 12").

## **Equipment**

<b>Orc</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Axe / Shield / Buckler	5pg
Sword / Morning Star / Spear / Bow / Helmet	10pg
Two-handed Weapon	15pg
Light Armour	20pg
Crossbow	25pg
Heavy Armour	50pg

<b>Goblin</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Club	3pg
Shield / Short Bow	5pg
Sword / Spear / Helmet	10pg
Gnasher Prodder	15pg
Mad Cap Mushrooms	25pg

## **Warrior Profiles**

### **Orc Boss**

*Orc Bosses are the toughest of the tough.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	4	4	4	1	3	1	8

**Equipment** – any from Orc list.

**Skills** – Combat, Shooting, Strength, Speed, Special

### **Special Rules**

Poor Discipline

Leader

### **Orc Shaman**

*Orc Shamans are a weird sort, but useful on the battlefield.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	4	1	3	1	7

**Equipment** – any from Iron Orc list.

**Skills** –Strength, Special

### **Special Rules**

Poor Discipline

Wizard – uses Waaagh Rituals.

### **Big'un**

*These huge Orcs are the Boss' bodyguards and biggest rivals.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	3	3	4	1	3	1	7

**Equipment** – any from Orc list.

**Skills** – Combat, Shooting, Strength, Special

**Special Rules**

Poor Discipline

### **Orc Boy**

*Orc Boyz love nothing more than a good fight.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	4	1	2	1	7

**Equipment** – any from Orc list.

### **Special Rules**

Poor Discipline

### **Goblin Warrior**

*Goblins are treated as fodder by the Orcs.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	3	3	3	1	3	1	5

**Equipment** – any from Goblin list.

### **Special Rules**

Poor Discipline

Who Cares – a Goblin Warrior only counts as half a model for the purposes of a Rout Test.

Runts – when a Goblin levels up, if it rolls “The Lad’s Got Talent”, it is immediately killed.

### **Gnasher**

*Gnashers are intelligent fungi. Cave Goblins tame them and use them in combat.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
2D6	4	0	4	3	1	3	1	5

**Equipment** – gaping maw.

### **Special Rules**

Movement – Gnashers are moved 2D6” in a direction nominated by the player during the Compulsory Moves sub-phase. If they move into contact with an enemy model, they count as charging.

Minderz – Gnashers must remain within 6” of a Goblin at all times, or they will go wild. If this should happen, from that point onwards, the Gnasher will move in a random direction determined by a scatter dice in the Compulsory Moves sub-phase. If it moves into contact with another model (friend or foe), it counts as charging.

Animal

Who Cares

## **Troll**

*Trolls follow Orcs because their constant fighting provides a good source of food.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
6	3	1	5	4	3	1	3	4

**Equipment** – none.

### **Special Rules**

Fear

Large Target

Stupidity

Regeneration (4+)

Animal

Always Hungry – the party must pay 20pg after every skirmish in order to keep the Troll. If this is too expensive, the Troll can count as 2 party members, and cost only 5pg per skirmish.

Vomit – the Troll can nominate to Vomit instead of its normal attacks in close combat. Its opponent takes an automatic hit at S5 that ignores armour saves.

## **Cave Goblin Rituals**

- 1- Ledz Go!
- 2- Gerroff!
- 3- Zzap!
- 4- Fooled Ya!
- 5- Clubba
- 6- Da Big Green Bolts

### **Ledz Go! – Difficulty 9**

Range 4". Cast on all Orcs and Goblins in range. Targets now strike first in hand-to-hand combat regardless of other circumstances. This spell remains in play until the caster is Knocked Down, Stunned, or Out of Action.

### **Gerroff! – Difficulty 7**

Range 8". Cast on a single enemy model within range. The model moves D6" directly away from the caster. If the target collides with another model or a building, both take an S3 hit.

### **ZZap! – Difficulty 9**

Range 12". Cast on closest enemy model within range. The model takes D3 S4 hits with Armour Piercing (6).

### **Fooled Ya! – Difficulty 6**

No enemy model may charge the caster during their next turn. If already in combat, the caster may move 4" away with no penalty.

### **Clubba – Difficulty 7**

The caster may equip a Club that gives +2S and +1A in close combat. This spell lasts until the caster takes a wound.

### **Da Big Green Bolts – Difficulty 8**

Range 12". Fires two bolts. Cast on one or two enemy models within range. Each bolt causes D3 S3 hits.