

# **Iron Orcs**

*Iron 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 Iron Orc if one exists, regardless of Ld.

## **Special Skills**

### **Proven Warrior**

Young'un with Iron Orc Blood upgrade only. This Hero now follows the rules for Iron Orcs, uses their equipment list, uses their maximum profile, and has access to their skill lists.

### **'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
Iron Orc	4	7	6	5	6	3	5	4	9
Orc	4	6	6	4	5	3	5	4	9

Starting Gold	Model Count
500pg	3-12

## 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
Iron Orc Boss	1	20	90pg
Iron Orc	1-2	8	60pg
Young'un	1-2	0	25pg

## Henchmen

Henchmen	Number Allowed	Cost to Hire
Orc Boy	-	25pg
Orc Shoota	As many as party has Boyz	25pg
Orc Nutta	1-4	40pg
Troll	1	200pg

## Equipment

Iron Orc	Cost to Equip
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

Orc	Cost to Equip
Dagger	1 <sup>st</sup> free / 2pg
Axe / Shield	5pg
Sword / Morning Star / Spear / Bow (Shoota only) / Helmet	10pg
Two-handed Weapon (Boy and Nutta only)	15pg
Light Armour (Boy and Shoota only)	20pg
Crossbow (Shoota only)	25pg

## **Warrior Profiles**

### **Iron Orc Boss**

*Iron Orc Bosses are the toughest of the tough. Their presence on the battlefield keeps the other Orcs in line.*

<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 Iron Orc list.

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

### **Special Rules**

Leader

Innate Defence (6+)

Oi! – If a friendly model fails a Poor Discipline check within 6” of the Iron Orc Boss, the model will suffer an automatic hit at a S of the player’s choosing. If the model is not Knocked Down, Stunned, or taken Out of Action, it may add the S value to its Poor Discipline roll.

### **Iron Orc**

*These Orcs are the Boss’s most trusted lieutenants. They are only loyal as long as the Boss shows no sign of weakness.*

<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	4	4	1	3	1	7

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

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

### **Special Rules**

Innate Defence (6+)

### **Young’un**

*These young Orcs are keen to have a scrap and proves themselves.*

<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	2	3	4	1	2	1	6

**Equipment** – any from Orc list.

**Skills** – Combat, Shooting, Special

### **Special Rules**

Iron Orc Blood – one Young’un may be upgraded for 10pg. This will allow them access to the Proven Warrior skill.

### **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	6

**Equipment** – any from Orc list.

### **Special Rules**

Poor Discipline

### **Orc Shoota**

*These Orcs are looked at strangely by other Orcs for their use of missile weapons. They will still crump you in a fight though.*

<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	6

**Equipment** – any from Orc list.

### **Special Rules**

Poor Discipline

Uncommon – you may only have as many Shootaz as you have Boyz. If there is an imbalance due to death etc., you must hire a Boy to restore this balance as soon as possible.

### **Orc Nutta**

*These are Orcs who have been driven a little mad by Weirdstone consumption.*

<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	2	3	4	1	2	2	5

**Equipment** – any from Orc list.

### **Special Rules**

Immune to Psychology

Can never take Academic skills

Can never have Leader special rule

Must charge if possible

Will always move towards an enemy if they can see them

Has +1A to their maximum profile

### **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.