

# ORCS

## Auxiliaries:

- ❑ Orc armies can recruit the Ogres and the Trolls as Auxiliaries; Ogres and Troll can then lined up as normal troops of this army and for them it is not required to have an allied or mercenary command.

## Allies:

- ❑ Orc armies can have one Allied Command from any of the following races:
  - ❑ Barbarians, Dark Elves, Damned Elves, Goblins & Hobgoblins.
- ❑ See in the special rules, those scheduled for the Allied Commands.

## Mercenaries:

- ❑ Orc armies can have one Mercenary Command of warriors and creatures from any of the following races:
  - ❑ Barbarians, Dragons, Giants, Goblins & Hobgoblins and those Mercenaries that can be recruited by the Orcs or their Allies.
- ❑ See in in the special rules, those scheduled for the Mercenary Commands.

## General rules:

- ❑ Orc armies can use poisoned arrows.
- ❑ An orc army can have any talismans, costing 100 points each.

## INFANTRY

### **Orc Rabble** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Orc Rabble	Poor	Tribal	-	-	1	Lt/Sh	Hd	20cm	no	no	day	2	"+1Ave"	10	30

### **Orc Infantry** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Aver.	Tribal	.+1	-	1	Md/Sh	Hd	15cm	no	no	day	5	"+3Vet"	10	30
Infantry	Aver.	Tribal	.+1	-	1	Md	2-Hd	15cm	no	no	day	5	"+3Vet"	10	30
Infantry	Aver.	Tribal	.+1	-	1	md/sc	In	15	no	no	day	5	"+3Vet"	10	30

### **Orc Bodyguard** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bodyguard	Vet.	Tribal	.+2	-1	2	H/Sh	Hd	12cm	no	no	day	20	"+8EI"	2	20
Bodyguard	Vet.	Tribal	.+2	-1	2	H	2-Hd	12cm	no	no	day	20	"+8EI"	2	20

## **Notes:**

- Maximum of two Units for each Orc Warchief. Both Units must be in the Orc Warchief's command.

## UNITS WITH MISSILE WEAPONS

### **Orc Rabble Archers** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rabble arch.	Poor	Tribal	-	-	1	Lt	B/Hd	20cm	no	no	day	4	"+1Med"	5	20

### **Orc Archers** (*base size 2.5 x 2.5 cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Aver.	Tribal	.+1	-	1	Med.	B/Hd	15cm	no	no	day	7	"+3Vet"	5	20

## ARTILLERY

### Orc Ballista *(base size: ballista with one crew 2.5 x 5 cm - other crew 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOF	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ballista	Aver.	-	.+2	-	3	-	Bal.	-	no	no	-	15	-	2	5
Orc Crew	Aver.	Tribal	.+1	-	1	Med	Hd	15cm	no	no	day	5	-	2	4

**Notes:**

- ☐ See the rules: **ballistas and giant crossbows.**

### Orc Catapult *(base size: catapult 7.5 x 10 cm - crew 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOF	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Catapult	Aver.	-	.+4	-	4	-	2-Hd	-	no	no	-	28	-	1	1
Orc Crew	Aver.	Tribal	.+1	-	1	Med.	Hd	15cm	no	no	day	5	-	4	10

**Notes:**

- ☐ See the special rule: **To shoot with parabolic trajectory.**

## CAVALRY

### Orc giant wolf Cataphracts *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Cataphract	Vet.	Tribal	.+1	-	1	H	2-Hd	30cm	7	no	day	34	"+12EI"	3	10
with wolf	"	"	"	-1	4	"	z&a	"	"	"	"	"	"	"	"

**Notes:**

- They can have Save Throw 6 to the cost of +7 points for model.
- Maximum one Unit for every 2000 army points.

### Orc giant wolf lancers *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Lancer	Aver.	Tribal	.+1	-	1	Med/Sh	Sp/Hd	35cm	7	no	day	30	"+10Vet"	3	20
with wolf	"	"	"	-1	4	"	T&C	"	"	"	"	"	"	"	"

### Orc giant wolf archers *(base size 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Aver.	Tribal	.+1	-	1	Med.	B/Hd	35cm	7	no	day	24	"+10Vet"	3	10
with wolf	"	"	"	-1	4	"	T&C	"	"	"	"	"	"	"	"

### Orc war chariots *(base size 10 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
War chariot	Aver.	Tribal	.+2	-1	5	H/Sh	T&C	25cm	5	no	day	102	"+28Vet"	1	4
1 <sup>st</sup> round	"	"	"	"	17	"	"	"	"	"	"	"	"	-	-

**Notes:**

- See the special rules: War Chariots, Special profile 1<sup>st</sup> Round and Linebraker.
- Maximum one Unit for every 2000 army points.

## TERRIBLE CREATURES

### Giant orcs (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Aver.	Tribal	.+3	-1	3	Med/Sh	Hd	15cm	6	yes	day	41	"+9Vet"	2	10
Infantry	Aver.	Tribal	.+3	-1	3	Med.	2-Hd	15cm	6	yes	day	41	"+9Vet"	2	10

### Juggernaut (base size 10 x 10 cm).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Juggernaut	Unpred.	Fan.	.+9	-6	10	H	2-Hd	20cm	4	yes	day	308	-	1	1
Shaman	Aver.	Trib.	.+1	-	1	Lt	Hd	"	7	no	day	8+M	-	1	1

#### Notes:

- See the special rules: **Linebraker** and **Giant creatures** .
- The Shaman will act as a wizard and he must have at least 15 magic points.

### Two Headed Half Giant Orcs (base size 5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Two-Head	Unpred.	Tribal	.+4	-3	5	Lt	2-Hd	20cm	5	yes	day	82	-	1	4

#### Notes:

- See the special rules: **Linebraker** and **Giant creatures** .

## INDIVIDUALS

### Orc warchief and battle leader ( base size: 2.5 x 2.5 on foot, 2.5 x 5 on wolf)

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
on foot	Elite	Trib.	.+2	-	2	H/Sh	Hd	12cm	7	no	day	32+C	-	-	-
on wolf	Elite	Trib.	.+2	-1	5	H/Sh	Hd	25cm	6	no	day	76+C	-	-	-

### Orc warchief and battle leader war chariot (base size 10 x 10 cm)

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Chariot	Elite	Trib.	.+2	-1	15	H/Sh	T&C	25cm	5	no	day	259+C	-	-	-

#### Notes:

- See the special rules: **War chariots** and **Linebraker**.

### Giant Orc warchief and battle leader (base size 4 x 4 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant Orc	Elite	Trib.	.+3	-1	4	H	2-Hd	12cm	6	yes	day	80+C	-	-	-

### Orc Individuals (base size: 2.5 x 2.5 cm on foot, 2.5 x 5 cm on wolf)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Tribal	.+2	-1	5	Med/Sh	Hd	12cm	7	no	day	80	-	-	-
on wolf	Elite	Tribal	.+3	-2	9	md/sc	Hd	35cm	6	no	day	170	-	-	-
Courier	Vet.	Tribal	.+1	-	1	Lt	Hd	35cm	7	no	day	18	-	-	-
Scout	Vet.	Tribal	.+1	-	1	Med	Hd	15cm	7	no	day	66	-	-	-
Herald	Vet.	Tribal	.+1	-	1	Med	Hd	15cm	7	no	day	40	-	-	-
on wolf	Vet.	Tribal	.+2	-1	4	Med	Hd	35cm	7	no	day	66	-	-	-
Banner	Vet.	Tribal	.+1	-	1	Med	Hd	15cm	7	no	day	50	-	-	-
on wolf	Vet.	Tribal	.+2	-1	4	Med	Hd	35cm	7	no	day	76	-	-	-

- **Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, updated). Points costs are the cost of the figure outlined above, multiplied by 10.

**Wizard, Priest and Soothsayer** (*base size: 2.5 x 2.5 on foot, 2.5 x 5 cm on wolf*)

Name	QUA	TYP	STR	RES	WOF	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Soothsayer	Poor	Tribal	.+1	-	1	none	Hd	15cm	7	no	giorno	52	-	-	-
Wizard	Aver.	Tribal	.+1	-	1	Lt	Hd	15cm	7	no	giorno	8+M	-	-	-
on wolf	Aver.	Tribal	.+2	-1	4	Lt	Hd	27cm	6	no	giorno	33+M	-	-	-
Priest	Aver.	Tribal	.+1	-	1	Lt	Hd	15cm	7	no	giorno	84	-	-	-