

# THE ORCS

**ALIGNMENT:** Evil

**ARMY SPECIAL RULE:** all units have the *Crushing Strength (1)* special rule, or better if stated in their entry.

## ÆX

### ÆX REGIMENT Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (15)	5	4+	6+	4+	10	4

**Special:** Can have banner (+15 pts), musician (+10 pts).

*Bows:* The unit can swap shields for bows (lowering their Defense to 3+) for free.

### ÆX HORDE Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (30)	5	4+	6+	4+	20	10

**Special:** Can have banner (+20 pts), musician (+15 pts).

*Bows:* The unit can swap shields for bows (lowering their Defense to 3+) for free.

## GREACAX

### GREATAAX TROOP Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	5	3+	-	4+	5	1

**Special:** Can have banner (+10 pts), musician (+5 pts).  
Crushing Strength (2).

### GREATAAX HALF-REGIMENT Cost: 55 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	3+	-	4+	10	2

**Special:** Can have banner (+15 pts), musician (+10 pts).  
Crushing Strength (2).

### GREATAAX REGIMENT Cost: 105 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	3+	-	4+	10	5

**Special:** Can have banner (+20 pts), musician (+15 pts).  
Crushing Strength (2).

## MORAX

### MORAX TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	5	3+	-	4+	10	1

**Special:** Can have banner (+10 pts), musician (+5 pts).

### MORAX HALF-REGIMENT Cost: 85 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	3+	-	4+	20	2

**Special:** Can have banner (+15 pts), musician (+10 pts).

### MORAX REGIMENT Cost: 135 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	3+	-	4+	20	5

**Special:** Can have banner (+20 pts), musician (+15 pts).

## GORE RIDERS

### GORE RIDERS TROOP Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	3+	-	5+	8	2

**Special:** Can have banner (+15 pts), musician (+10 pts).

### GORE RIDERS REGIMENT Cost: 145 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	8	3+	-	5+	16	5

**Special:** Can have banner (+20 pts), musician (+15 pts).

## GORE CHARIOTS

### GORE CHARIOT Cost: 40 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (1)	7	3+	-	5+	3	1

**Special:** Large Cavalry, Crushing Strength (2).

### GORE CHARIOTS TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (3)	7	3+	-	5+	9	3

**Special:** Can have banner (+15 pts), musician (+10 pts).  
Large Cavalry, Crushing Strength (2).

### GORE CHARIOTS REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (6)	7	3+	-	5+	18	6

**Special:** Can have banner (+20 pts), musician (+15 pts).  
Large Cavalry, Crushing Strength (2).

## FIGHT-WAGONS

### FIGHT-WAGON Cost: 40 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (1)	6	3+	-	6+	4	3

**Special:** Large Cavalry.

### FIGHT-WAGONS TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (3)	6	3+	-	6+	12	3

**Special:** Can have banner (+15 pts), musician (+10 pts).  
Large Cavalry.

### FIGHT-WAGONS REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (6)	6	3+	-	6+	24	6

**Special:** Can have banner (+20 pts), musician (+15 pts).  
Large Cavalry.

## HEROES/MONSTERS

### KRUDGER ON WINGED SLASHER Cost: 290 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	8

**Special:** Inspiring, Fly, Crushing Strength (3)

### KRUDGER ON SLASHER Cost: 175 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	7	3+	-	5+	10	8

**Special:** Inspiring, Crushing Strength (3)

### KRUDGER ON GORE CHARIOT Cost: 135 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	7	3+	-	5+	7	6

**Special:** Inspiring, Crushing Strength (3). Can have a Goblin Stabby Sneek for +25 pts or a Goblin Zappy Sneek for +30 pts.

### KRUDGER Cost: 115 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	3+	-	5+	5	5

**Special:** Individual, Inspiring, Crushing Strength (2).

Can be mounted on a gore, increasing his movement to 8, for +10 pts.  
Can have a Goblin Stabby Sneek for +25 pts or a Goblin Zappy Sneek for +30 pts.

### FLAGGER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	3+	-	4+	2	2

**Special:** Individual, Inspiring. Can be mounted on a gore, increasing his movement to 8, for +5 pts.

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## SPECIAL RULES

These are the new special rules introduced by the Orcs army.

### **Large Cavalry**

*Size matters.*

This cavalry unit can be fielded as a single model, as three models in a file in case of a Troop, or as two ranks of three models in the case of a Regiment.

Also, when picking an army, a unit of three or more models is a 'solid unit', giving you access to one Hero/Monster and one War Engine (not that the Orcs have any, as they leave this kind of cowardly contraptions to the Goblins).

### **Goblin Stabby Sneek**

*Goblin Stabby Sneeks are deranged tiny assassins whose uncommon bravado sets them apart from the rest of Goblankind. Unfortunately this character trait is rarely matched by appropriate skills... leading to a very short life expectancy.*

Mark a Krudger that is accompanied by a Sneek with an appropriate model. The Krudger then counts as being equipped with a throwing weapon. When you

send the Sneek on a stabby mission, roll 3 dice to hit, regardless of the firer's Attacks. The Sneek always hits on 4+, regardless of modifiers. Roll to damage as normal. After this, roll a die. On a 3 or less the Sneek has been caught by the enemy and is removed. On a 4+ he goes, stabs and returns to the Krudger's side cackling with evil satisfaction.

### **Goblin Zappy Sneek**

*Clever little imps that are gifted with nasty magical powers, the Zappy Sneeks are not good enough to be a Wiz, so they offer their services to Orc Krudgers instead. This service, however, is by no means reliable (nor safe!), as they are infamous for turning upon their masters at the slightest 'misunderstanding'.*

Mark a Krudger that is accompanied by a Sneek with an appropriate model. The Krudger has the Zap (1) special rule. However, each time you ask the Zappy Sneek to zap someone, roll a die. On a 2+ the Sneek obeys, but if you roll a 1, he zaps the Krudger instead and then disappears in a puff of rancid smelling smoke, remove the model.