

**ORC WARBAND SPECIAL ABILITY**

GREEN TIDE (2) – Group Charge Action. Until the end of the Turn, all members of the group of Race ORC gain Crushing Strength (1) or increase their Crushing Strength by one if they already have this special rule.

<b>Name</b>	Ax		<b>Pts</b>	13	25mm	
<b>Race</b>	Orc		<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	7+	4+	5+	5+	2	2
<i>Crushing Strength (1)</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	3D8					

<b>Name</b>	Greatax		<b>Pts</b>	15	25mm	
<b>Race</b>	Orc		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	7+	4+	6+	5+	2	2
<i>Crushing Strength (2)</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	3D8					

<b>Name</b>	Krudger		<b>Pts</b>	38	25mm	
<b>Race</b>	Orc		<b>Type</b>	Command		
<b>Power Dice 3 x R</b>						
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	7+	3+	4+	4+	5	2
<i>Stubborn, Inspiring, Vicious, Crushing Strength (1)</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	4D8					
<b>SPECIAL ABILITY</b>						
SAVAGE (1) – If the Krudger fails to kill a model in Melee, the enemy model is knocked-down and marked as Fatigued. Use the ability after armour rolls are made. Cannot be used on LARGE models.						

<b>Name</b>	God Speaker		<b>Pts</b>	28	25mm	
<b>Race</b>	Orc		<b>Type</b>	Spellcaster		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	4+	5+	6+	4+	3	2
<i>Headstrong</i>						
<b>Spells</b>	Fireball (short), Mind Storm (long)					
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	1D8					

<b>Name</b>	Morax		<b>Pts</b>	18	25mm	
<b>Race</b>	Orc		<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
5	-	3+	7+	4+	3	2
<i>Vicious, Crushing Strength (1)</i>						
<b>Ranged</b>	-	<b>Equipment</b>				
<b>Melee</b>	3D8					
<b>SPECIAL ABILITY</b>						
FRENZY (1) - Use this ability to gain 2 bonus dice when this model makes a Melee Attack. Spend the power before rolling any dice.						

<b>Name</b>	Orclings		<b>Pts</b>	8	40mm	
<b>Race</b>	Orclings		<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	5+	4+	7+	7+	2	1
<i>Vicious, Swarm</i>						
<b>Ranged</b>	-	<b>Equipment</b>				
<b>Melee</b>	2D8					

<b>Name</b>	Gore Rider		<b>Pts</b>	20	25mm	
<b>Race</b>	Orc		<b>Type</b>	Support		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
7	-	4+	5+	5+	2	3
<i>Crushing Strength (1), Cavalry</i>						
<b>Ranged</b>	-	<b>Equipment</b>				
<b>Melee</b>	3D8					
<b>NOTES</b>						
GORE (1) Use this ability when making a Melee attack with this model. The model has the Bloodlust special rule until the end of its Turn. However, it gains 2 bonus dice instead of 1 if the target model is already wounded.						

<b>Name</b>	Troll		<b>Pts</b>	40	40mm	
<b>Race</b>	Troll		<b>Type</b>	Large		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>	<b>H</b>
6	-	5+	4+	4+	4	3
<i>Regenerate, Crushing Strength (2), Pound</i>						
<b>Ranged</b>	1D8	<b>Equipment</b>				
<b>Melee</b>	5D8					
<b>NOTES</b>						
Vicious Swipe – When attempting to Break Away from a Troll, enemy models have a -1 modifier when they make their Armour Save roll.						