

# ORCS

**Alignment:** Evil

## Army Special Rules

All units have the *Crushing Strength (1)* special rule, or better if stated in their entry.

### Goblin Stabby Sneek

*Goblin Stabby Sneeks are tiny treacherous assassins of uncommon bravado.*

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 Sneak

*Zappy Sneeks are clever little imps gifted with nasty and unpredictable magical powers.*

Mark a Krudger accompanied by a Sneek with an appropriate model. The Krudger has the *Zap (1)* special rule. Each time you order 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 disappears in a puff of rancid-smelling smoke (remove the model).

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## Ax

### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (15)	5	4+	6+	4+	10	11/13	60
Horde (30)	5	4+	6+	4+	10	15/17	110

Options: Banner (+15 pts); Musician (+10 pts)

## Greatax

### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	110
Horde (40)	5	4+	-	4+	20	20/22	210

Special: *Crushing Strength (2)*

Options: Banner (+15 pts); Musician (+10 pts)

## Forces Lists – Orcs

### Morax

#### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	20	10/12	85
Regiment (20)	5	3+	-	4+	20	13/15	150

Options: Banner (+15 pts); Musician (+10 pts)

### Sniff

#### Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	4+	5+	3+	5	9/11	30
Half-Regt. (10)	6	4+	5+	3+	10	10/12	50

Special: Bows. *Vanguard*

Options: Musician (+10 pts)

### Bogies

#### Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	3	9/11	50
Troop (3)	6	4+	-	5+	9	11/13	120
Regiment (6)	6	4+	-	5+	18	14/16	230

Special: *Crushing Strength (2)*, *Regeneration*

### Orclings

#### Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	5+	-	3+	5	7/10	25
Troop (3)	4	5+	-	3+	15	9/12	70
Regiment (6)	4	5+	-	3+	30	12/15	135

Special: *Vicious*. *No Crushing Strength*.

### Gore Chariots

#### Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	5+	3	9/11	55
Troop (3)	7	3+	-	5+	9	11/13	120
Regiment (6)	7	3+	-	5+	18	14/16	230

Special: *Crushing Strength (2)*

Options: Banner (+15 pts); Musician (+10 pts)

### Gore Riders

#### Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	10/12	80
Regiment (10)	8	3+	-	5+	16	13/15	145

Options: Banner (+15 pts); Musician (+10 pts)

**Fight Wagons** Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	6	9/11	70
Troop (3)	6	3+	-	5+	18	11/13	150
Regiment (6)	6	3+	-	5+	36	14/16	285

Options: Banner (+15 pts); Musician (+10 pts)

**Krudger on Gore Chariot** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	5+	7	14/16	145

Special: *Crushing Strength (3), Inspiring*

Options: Goblin Stabby Sneak (+10 pts);  
Goblin Zappy Sneak (+15 pts)

**Flagger** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	2	9/11	30

Special: *Individual, Inspiring*

Options: Mount on a Gore,  
increasing Speed to 8 (+5 pts)

**Wip the Half-cast [1]** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	11/13	120

Special: *Elite, Heal (3), Individual, Zap! (5)*

Note: Wip does not have *Crushing Strength*

**Krudger** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	5	13/15	120

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

Options: Mount on a Gore,  
increasing Speed to 8 (+20 pts);  
Goblin Stabby Sneak (+10 pts);  
Goblin Zappy Sneak (+15 pts)

**Krudger on Slasher** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	3+	-	5+	10	16/18	200

Special: *Crushing Strength (3), Inspiring*

**Krudger on Winged Slasher** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	10	16/18	300

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

**Big Bogie** H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	5+	2D6*	16/19	180

Special: *Crushing Strength (3)*

\* Roll for the number of Attacks every time you resolve a melee