

# Orcs



M<sup>2</sup> - Monsters and Magic

Point Build v6.1

27th Jul 2021

Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts			
General	0	4	General on foot		×	-	-	-	-	<b>2</b>	<b>0</b>	<b>2+</b>	2	40			
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-	-	<b>3</b>	<b>0</b>	<b>3+</b>	2	90			
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-	-	<b>4</b>	<b>0</b>	<b>3+</b>	2	140			
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-	-	<b>5</b>	<b>0</b>	<b>3+</b>	2	190			
Detached General or Mounted General or Senior General														+10			
Major Hero	0	4										<b>+1</b>		0			
Brilliant	0	1												+1 +40			
Minor Heroes	2	4												+10			
Camp	1	1 - Per Command												+1 +10			
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts	
Wyvern		0	1	Monstrous Creature (II)	Regular		Fly	Terror	-	-	-	-	<b>2</b>	<b>3</b>	<b>6+</b>	1	180
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts	
Orc Boar Riders	✓	1	4	Knights - Lance	Regular	-	Greenskin!	Animosity	-	-	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	105
Orc Warriors	✓	2	10	Warriors	Regular	-	Greenskin!	Animosity	-	-	-	-	<b>2</b>	<b>2</b>	<b>7+</b>	2	55
Veteran Orc Warriors	×	0	2	Warriors	Veteran	-	Greenskin!	Animosity	-	-	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	75
Orc Bowmen	✓	0	3	Bowmen	Regular	-	Greenskin!	Animosity	-	-	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	65
Black Orcs	×	0	4	Billmen	Veteran	-	Greenskin!	-	-	-	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	95
Wild Orc Warriors	✓	0	10	Warriors	Regular	-	Animosity	Savage Tribes	-	-	-	-	<b>2</b>	<b>2</b>	<b>8+</b>	2	45
Wild Orc Bowmen	✓	0	4	Bowmen	Regular	-	Animosity	Savage Tribes	-	-	-	-	<b>2</b>	<b>2</b>	<b>9+</b>	2	55
Wild Orc Boar Riders	✓	0	3	Knights - Lance	Regular	-	Animosity	Savage Tribes	-	-	-	-	<b>2</b>	<b>2</b>	<b>7+</b>	2	95
Orc Chariot	×	0	2	Heavy chariots, javelin	Regular	-	Greenskin!	Animosity	-	-	-	-	<b>2</b>	<b>2</b>	<b>6+</b>	2	105
Trolls	×	0	3	Monstrous Creature (I)	Regular	-	Stupid	Regeneration	-	-	-	-	<b>2</b>	<b>2</b>	<b>5+</b>	1	95
Ogres	×	0	3	Monstrous Creature (I)	Regular	-	Mercenary	-	-	-	-	-	<b>2</b>	<b>2</b>	<b>5+</b>	1	90
Giant	×	0	1	Monstrous Creature (II)	Regular	-	-	-	-	-	-	-	<b>2</b>	<b>3</b>	<b>5+</b>	1	140
Orc Stone Thrower	×	0	2	Artillery (Catapult)	Regular	-	-	-	-	-	-	-	<b>1</b>	<b>1</b>	<b>7+</b>	1	60
Orc Ballista	×	0	2	Artillery (Bolt Shooter) - mobile	Regular	-	-	-	-	-	-	-	<b>1</b>	<b>1</b>	<b>7+</b>	1	65
Orc Idol	×	0	2	War wagon - no shooting	Regular	-	Immobile	-	-	-	-	-	<b>3</b>	<b>3</b>	<b>7+</b>	3	50

<i>Army Trait</i>		Pts
<b>Beserker Tendancies</b>	After all deployment, before the first activation draw a card. Divide the result by 2 (rounding up) - award that many Minor Hero markers.	40
<i>Army Characteristics</i>		
<b>Animosity</b>	When activating troops with this characteristic, and a 1-PIP card is drawn one unit in the activation takes a hit. If a generals re-draw is then used no saves are allowed, otherwise a save can be made	
<b>Savage Tribes</b>	Troops with this characteristic must be in command on their own. Troops with the Savage Tribe never suffer the attack penalty for being disrupted	
<b>Fly</b>	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
<b>Terror</b>	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
<b>Stupid</b>	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
<b>Regeneration</b>	When a unit with this characteristic activates and draws a 1-PIP card, they may remove one of their disruption markers. The activation fails as normal. If the card is redrawn for any reason regeneration still takes place.	
<b>Mercenary</b>	Mercenary troops must be paid 1 victory medal before the battle begins. You may choose not to do this - then, if their very first activation is a 1-PIP card they retreat from the battlefield (counting as lost)	
<b>Immobile</b>	The unit cannot move	
<b>Greenskin!</b>	Greenskin! units do not take a rout test for the destruction of other Greenskin! Units if their armour save is better.	
<i>Spells</i>		
<b>Sorcerous Blast</b>	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
<b>Great Green Power!</b>	If cast successfully place Great Green! token in the Greenskin Wizards box - Great Green! token - Greenskin Wizard spells get a +1 PIP to the casting draw for each Greenskin unit in, or adjacent to, the Great Green! token. If however the casting total is greater than 10 the Greenskin Wizard must make a save, or explode with too much Great Green!	5
<b>Green Power!</b>	If cast successfully every Greenskins unit in or adjacent to the casting Wizard receives a Minor Hero marker - if it doesn't already have a Hero marker.	8
<b>Fearful Strike</b>	This spell can be cast on a box containing enemy troops within 4 boxes, regardless of whether the Wizard can see it or not. Each unit suffers automatic hit. Saves can be taken as normal. If any save is failed place a Fearful Strike token in the box Fearful Strike token - Command (+7)	8