

ORCS

TO THE STRONGHOLD!

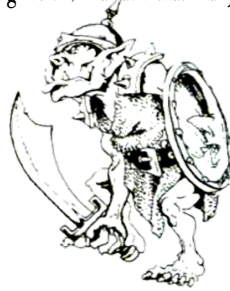
v5.1

Army Trait

We iz da best

"We iz da best. We iz not dem weedie Gobbos or stoopid Trollz, we iz well 'ard! An' if anywun sayz we ain't, we iz guna stomp on der edz."

After all deployment, before the first activation draw a card. Divide the result by 2 (rounding down) - award that many Minor Hero markers to Greenskins units.



Army Characteristics

Greenskins

With Greenskins it's a question of size matters -

Goblins do not take a rout test for the destruction of Snotlings

Orcs do not take a rout test for the destruction of Goblin or Snotling units

Black Orcs do not take a rout test for the destruction of Orc, Goblin or Snotling units!

Animosity

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

Savage Tribes

Troops with this characteristic must be in command on their own. Troll and Giants may also be given the Savage Tribe characteristic. Troops with the Savage Tribe characteristic are also Fanatic.

Spells

FOOT OF GORK

Cast 6+

A gigantic spectral green foot descends from the heavens with a mighty thunk, crushing the enemy to pulp and grinding their bones into the dirt.

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 *Foot of Gork token*
Foot of Gork token - Command (+7)

GOTCHA

Cast 6+

With a mighty heave a huge green fist erupts from the Shaman's gaping mouth and strikes all within its path.

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.

'ERE WE GO

Cast 8+

The Shaman chants his gibberish, he seems to visibly leak fighty energy, which boosts the aggressive zeal and close combat prowess of nearby mobs of Orcs

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.

WAAAGH!

Cast 8+

The shaman summons the power of the mighty Waaagh! to invigorate the greenskins.

If cast successfully place *Waaagh! token* in the Wizards box -

Waaagh! token Casting spells get a +1 PIP to the casting draw for each Greenskin unit in or adjacent to the *Waaagh! token*.

If however the casting total is greater than 10 the Wizard must make a save, or explode with too much Waaagh! power.

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Points

40

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Wyvern	Monstrous Creature (II)			Fly Terror	2	3	6 +	1		180

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Orc Gruntas	●	1	4	Knights - Lance			Greenskins Animosity	2	2	6 +	2		102
Orc Snortas		0	1	Knights - Lance	Veteran		Greenskins Animosity	2	2	5 +	2		122
Orc Boyz	●	2	10	Warriors			Greenskins Animosity	2	2	7 +	2		52
Orc Bigguns		0	2	Warriors	Veteran		Greenskins Animosity	2	2	6 +	2		72
Arrer Boyz	●	0	3	Bowmen			Greenskins Animosity	2	2	8 +	2		62
Black Orcs		0	4	Billmen	Veteran		Greenskins	2	2	6 +	2		92
Savage Orc Boyz	●	0	10	Warriors			Greenskins Animosity Savage Tribes	2	2	8 +	2		47
Savage Orc Arrers	●	0	4	Bowmen			Greenskins Animosity Savage Tribes	2	2	9 +	2		57
Savage Orc Gruntas	●	0	3	Knights - Lance			Greenskins Animosity Savage Tribes	2	2	7 +	2		97
Orc Chariot		0	2	Heavy chariots, javelin			Greenskins Animosity	2	2	6 +	2		102
Trolls		0	3	Monstrous Creature (I)			Stupid Regeneration	2	2	5 +	1		95
Ogres		0	3	Monstrous Creature (I)			Mercenary	2	2	5 +	1		90
Giant		0	1	Monstrous Creature (II)			Giant Stupid Terror	2	3	5 +	1		115
Rock Lobber		0	2	Artillery (Catapult)			Deviates	1	1	7 +	1		60
Spear Chukka		0	2	Artillery (Bolt Shooter) - mobile				1	1	7 +	1		65
Idol of Gork (or Mork)		0	2	War wagon - no shooting			Immobile	3	3	7 +	3		50