

ORC ARMIES

Orc Army Special Rules

Alignment: Evil

Tribal Might

All units in this list have Crushing Strength (1), unless specified otherwise.

Also, all infantry models in this list are on 25x25mm bases, unless specified otherwise.

Goblin Stabby Sneak

Goblin Stabby Sneaks are tiny treacherous assassins of uncommon bravado.

This unit has +1 attack.

Goblin Zappy Sneak

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

This unit has the Lightning Bolt (2) spell.

Ax Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	5+	10	9/11	90
Regiment (20)	5	4+	-	5+	12	13/15	125
Horde (40)	5	4+	-	5+	25	20/22	205

Greatax Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	-	4+	10	10/12	100
Regiment (20)	5	3+	-	4+	12	14/16	145
Horde (40)	5	3+	-	4+	25	21/23	240

Special

Crushing Strength (2)

Gore Riders Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	8	10/12	120
Regiment (10)	8	3+	-	5+	16	13/15	185

Special

Thunderous Charge (1)

Gore Chariots Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	3+	-	5+	9	11/13	140
Horde (6)	7	3+	-	5+	18	14/16	215

Special

Base Size: 50x100mm, Thunderous Charge (2)

Skulks Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	5+	5+	3+	8	9/11	75

Special

Bows, Vanguard

Trolls * Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	5+	9	11/14	125
Horde (6)	6	4+	-	5+	18	14/17	190

Special

Crushing Strength (2), Regeneration (5+)

Fight Wagons Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	3+	-	5+	15	11/13	170
Horde (6)	7	3+	-	5+	30	14/16	260

Special

Base Size: 50x100mm

War Drum

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	3	-/11	80

Special

Height 1, Great Thunder

Great Thunder

While within 6" of one or more war drums, friendly non-allied units have +2 to their waver and rout nerve values. War Drums themselves are not affected by this rule.

Flagger

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	9/11	50

Special

Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+15 pts) and changing to Hero (Cav)

Krudger

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	5	12/14	130

Special

Crushing Strength (2), Individual, Inspiring

Options

- Mount on a Gore, increasing Speed to 8 (+20 pts) and changing to Hero (Cav)
- Goblin Stabby Sneak (+15 pts)
- Goblin Zappy Sneak (+15 pts)

Godspeaker

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	4+	2	10/12	75

Special

Fireball (9), Individual,

For every friendly non-allied Horde within 6", increase the amount of dice rolled for all spells by 1.

Options

- Bane Chant (2) for +15pts
- Heal (2) for +10pts
- Mount on a Gore, increasing Speed to 8 (+15 pts) and changing to Hero (Cav)

Starter Force Lists

These are a selection of army stats. For the full listings, including those right, pick up your copy of the *Kings of War Second Edition Rulebook*.

Morax, Orclings, Giant, Krudger on Slasher, Krudger on Gore Chariot, Troll Bruiser, Gakamak, Wip the Half-cast