

Da Nob Roofz

Orcs enjoy fighting and looting more than anything else. Because of this, an Orc's life is spent in constant battle – either with his fellow Orcs or some other enemy. With its wealth of opponents and loot ready for the taking, Mordheim offers the perfect opportunity for an aspiring Orc Warboss to prove himself. What follows are complete rules, written by Mark Havener, for Orc & Goblin warbands.

Among the races of the Warhammer world, none enjoy the prospect of a good looting more than Orcs and Goblins. For this reason many Orc warbands have been drawn to the city of Mordheim and the wyrdstone that lies hidden there. Of course, Orcs would much rather ambush other warbands and take their wyrdstone than collect it themselves, but their goals are the same as any other warband – collect as much treasure as possible! These traits are reflected in the following special rules:

Special Rules

Animosity. Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with! To represent this, at the start of the Orc

player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.

Distasteful Company. Many Hired Swords refuse to work for Orcs, as they know that Orcs are just as likely to eat them as fight alongside them. Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.

Orc skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Boss	✓	✓		✓	✓	✓
Shaman				✓		✓
Big 'Un	✓	✓		✓		✓

Choice of warriors

An Orc warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 20.

Boss: Each Orc warband must have one Boss: no more, no less!

Shaman: Your warband may include up to one Shaman.

Big 'Uns: Your warband may include up to two Big 'Uns.

Orc Boyz: Your warband may include any number of Orc Boyz.

Goblin Warriors: Your warband may include any number of Goblin Warriors, though it may not have more than two Goblins for each Orc in the warband (including Orc Heroes).

Cave Squigs: Your warband may include up to five Cave Squigs. You may never have more Cave Squigs in your warband than you have Goblin Warriors.

Troll: Your warband may include up to one Troll.

Starting experience

A **Boss** starts with 20 Experience.

A **Shaman** starts with 10 Experience.

Big 'Uns start with 15 Experience.

All **Henchmen** start with 0 Experience.

Characteristic increase

Orc characteristics may not be increased beyond the maximum profile limits shown below. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Orc	4	6	6	4	5	3	5	4	9

Orc equipment lists

The following lists are used by Orc warbands to pick their equipment.

Orc equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Battle axe	5 gc
Morning star	15 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc
Halberd	10 gc

Missile weapons

Crossbow	25 gc
Bow	10 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

Goblin equipment list

Hand-to-hand combat weapons

Dagger	1st free/2 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile weapons

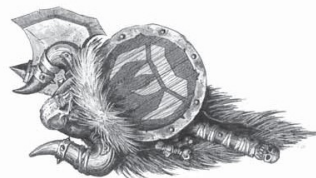
Short bow	5 gc
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Armour

Shield	5 gc
Helmet	10 gc

Miscellaneous

Squig Prodder	15 gc
Ball & Chain	15 gc
Mad Cap Mushrooms	25 gc



The lithe figures peered through the foliage at the group in the clearing below. The pair of Wood Elf scouts had been shadowing the Orcs for days, attempting to determine if the small band of creatures was an isolated warband or the scouting party of a larger army. While most beings would not be able to hear the guttural Orc speech from 100 yards away, the keen ears of the Elves allowed the scouts to discern what the creatures were saying. Most of it was nonsense of course, squabbling over some scraps of meat or pretty rocks, but the Elves patiently awaited the words that would reveal the purpose of the foul creatures.

Members of the band loitered about the clearing. Goblins scampered around ceaselessly, attempting to avoid the annoyed grasp of their larger Orc cousins. A single Troll slowly wandered around aimlessly in a small circle, digging a groove into the ground where it had been dragging its feet for hours. As the Elves watched, a solidly built Orc with blood covering his arms up to the elbows approached a much larger Orc who was seated on a primitive 'throne' of bones and hides. The scouts had already determined that the seated Orc was the leader of the motley group.

"How'd da huntin' go?" asked the Orc Boss.

"Ran into some 'umies. All dey 'ad was some black rocks."

"Where's da loot den?" asked the Orc Boss. "All 'umies got loot!"

"Dat's what I asked 'em!" replied the Big 'Un. "Dey tried to tell me dat da rocks WAS da loot! Den after I leans on 'em a bit, dey tells me dat some big boss 'umies pay loads for dis stuff!"

"Loads?"

"Dat's what dey sed," the Big 'Un replied, disbelief plain on his face. "Dey told me da rocks wuz from dis place called More-ty...Mordh...Mork...well, dey drew us dis map."

The larger Orc grabbed the scrap of parchment his lieutenant had been holding and scanned it for a few seconds, then began barking orders. Goblins squealed and ran about the encampment, frantically packing up the warband's gear. Four huffed and strained as they picked up their leader on his throne and carried him aloft. The Orc warriors were much more composed about the whole affair, and calmly packed up their kits and prepared for the journey ahead.

The scouts faded back into the forest, secure in the knowledge that these Orcs were no threat. They too had heard stories about the human city that had treasure supposedly lying on the streets for easy picking. But they had also heard other stories about the city. The Orcs would be dead within a fortnight.



Heroes



1 Orc Boss

80 gold crowns to hire

An Orc Boss is a tough and brutal warrior, who will throw his lads into any fight that he thinks he can profit from. He is the strongest, toughest and most barbaric member of the warband and if any of his Boyz think otherwise, the band may soon find itself with one less member!

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	3	1	8

Weapons/Armour: An Orc Boss may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Orc Boss may use his Leadership characteristic when taking Leadership tests.

0'1 Orc Shaman

40 gold crowns to hire

Orc Shamans are outcasts from Orc society. They are gifted by the Orc gods Gork and Mork with powers they can neither understand nor completely control. Many join roaming Orc warbands where they are no longer shunned for their abilities, but respected for them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	3	1	7

Weapons/Armour: An Orc Shaman may be armed with weapons chosen from the Orc equipment list. An Orc Shaman may never wear armour.

SPECIAL RULES

Wizard: An Orc Shaman is a wizard and uses Waaagh! Magic. See Waaagh! Magic page 15 for his spell list.

0'2 Orc Big 'Uns

40 gold crowns to hire

Orc society is a savage hierarchy where only the toughest survive and rise through the ranks (often atop the bodies of other challengers). Big 'Uns are such rising stars, and they carry out the orders of the Orc Boss. If the Boss ever falls, it is up to the Big 'Uns to decide on a new leader (usually through personal combat).

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	1	3	1	7

Weapons/Armour: Big 'Uns may be equipped with weapons and armour chosen from the Orc equipment list.



Henchmen (Bought in groups of 1-5)



Orc Boyz

25 gold crowns to hire

Orc Boyz are savage and tough. They fear nothing that they can get their bare hands on, though they are even more ignorant and superstitious than most other beings in the Warhammer world. They form the core of any Orc warband.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Boyz may be equipped with weapons and armour chosen from the Orc equipment list.

SPECIAL RULES

Animosity: Orc Boyz are subject to the rules for Animosity (see Special Rules for details).

Goblin Warriors

15 gold crowns to hire

Goblins are often used as cannon fodder (as well as a food source in lean times!) by their larger Orc cousins. They are usually not as well equipped as Orc Boyz, having to make do with whatever the Orcs do not want or cannot use.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	3	3	3	1	3	1	5

Weapons/Armour: Goblins may be armed with weapons and armour chosen from Goblin equipment list.

SPECIAL RULES

Animosity: Goblin Warriors are subject to the rules for Animosity (see Special Rules for details). **Note:** A Goblin Warrior who fails his Animosity test and rolls a 1 for the result will never charge an Orc Henchman, though he will still use any missile weapons to attack as normal. Goblins are far too afraid of Orcs to challenge them individually.

Not Orcs: Orcs don't expect much from non-Orcs, and are therefore not unsettled if Goblins or Cave Squigs break or get cut down in battle. In fact, they expect as much from these weaklings! Therefore, when testing to see if an Orc Warband needs to take a Rout test, each Goblin Warrior or Cave Squig taken *out of action* only counts as half a model. Therefore, a band of 5 Orcs and 10 Goblins (15 models) would only have to take a test if 4 models fell (4 Orcs or 8 Goblins, or some combination thereof).

Runts: Goblins may gain experience but if they happen to roll 'That Lad's got talent' they are immediately killed by their Orc overlords for becoming too 'mouthy' (remove the Gobbo from the roster).

0.5 Cave Squigs

15 gold crowns to hire

Goblins raise the deadly Cave Squigs. These creatures are a curious blend of animal and fungus, and are composed mostly of teeth, horns, and a nasty temperament.

Profile	M	WS	BS	S	T	W	I	A	Ld
	2D6	4	0	4	3	1	4	1	5

Weapons and Armour: Big gob and brutality! Cave Squigs never use or need weapons or armour.

SPECIAL RULES

Movement: Cave Squigs do not have a set Movement characteristic but move with an ungainly bouncing stride. To represent this, when moving Squigs, roll 2D6 for the distance they move. Squigs never run and never declare charges. Instead, they are allowed to contact enemy models with their normal 2D6" movement. If this happens, they count as charging for the following round of close combat, just as if they had declared a charge.

Minderz: Each Cave Squig must always remain within 6" of a Goblin Warrior, who keeps the creature in line. If a Cave Squig finds itself without a Goblin within 6" at the start of its Movement phase, it will go wild. From that point on, move the Squig 2D6" in a random direction during each of its Movement phases. If its movement takes it into contact with another model (friend or foe), it will engage the model in hand-to-hand combat as normal. The Cave Squig is out of the Orc & Goblin player's control until the end of the game.

Not Orcs: See Goblin Warriors entry for rules.

Animals: Cave Squigs are animals of a sort and so do not gain experience.

0.1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognize the value of gold, but large amounts of food can often instill a certain loyalty in them.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear: Trolls are frightening monsters which cause *fear*.

Stupidity: A Troll is subject to the rules for *stupidity*.

Regeneration: Trolls have a unique physiology that allow them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 15 gold crowns after every game in order to keep the Troll. If the warband lacks the gold to pay the upkeep, the Boss has the option of sacrificing two Goblin Warriors or Cave Squigs to the Troll in lieu of buying food (Trolls eat nearly anything). If this fee is not paid (either in gold or in warband members) the Troll gets hungry and wanders off in search of food.

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Orc special equipment

Squig Prodder

15 gold crowns

Availability: Common (Goblins only)

This item is a long pole with a trio of spikes at the end. It is used by Goblin Squig herders to keep their livestock in line. Cave Squigs will recognize a Squig prodder and automatically give the bearer more respect, as they've all been on its pointy end more than once! To represent this, a Goblin with a Squig prodder can keep all Cave Squigs within 12" from going wild, instead of the normal 6" (see the Minderz special rule under the Cave Squig entry). In addition, a Squig prodder is treated exactly like a spear in hand-to-hand combat.

Mad Cap Mushrooms

25 gold crowns

Availability: Common (if warband includes Goblins)

Mad Cap Mushrooms (see the rules in the Mordheim rulebook for more information on Mad Cap Mushrooms) are a necessity for someone wishing to wield a ball and chain (see below). Fortunately for Orc warbands, Mad Cap Mushrooms are cultivated by the Night Goblins of the Worlds Edge Mountains, and they are much more willing to trade these to other Goblins. Though normally a rare item in Mordheim, Mad Cap Mushrooms are a common item that cost 25 gold crowns for an Orc warband that includes one or more Goblins. A Goblin may take his mushrooms at the start of any turn.



Ball and Chain

15 gold crowns

Availability: Common (Goblins only)

This is a huge iron ball with a chain attached, used by the dreaded Night Goblin Fanatics to deal out whirling death. Enormously heavy, it can only be used when combined with Mad Cap Mushrooms.

Range	Strength	Special Rule
Close Combat	As user +2	Incredible Force, Random, Two-handed, Cumbersome, Unwieldy

SPECIAL RULES

Incredible Force: Because the Ball and Chain is so heavy, normal armour does very little to protect against it. No armour saves are allowed against wounds caused by a Ball and Chain. In addition, any hit from a Ball and Chain is very likely to take off someone's head (or at least break some ribs!).

Therefore, any hit that successfully wounds will do 1D3 wounds instead of 1.

Random: The only way to wield a Ball and Chain is to swing it around in large circles, using your body as a counter-weight. Unfortunately this is not a very controllable fighting style, and as soon as he starts swinging his Ball and Chain, a warrior starts to lose control. The first turn he starts swinging the Ball and Chain, the model is moved 2D6" in a direction nominated by the controlling player. In his subsequent Movement phases, roll a D6 to determine what the model does:

D6 Result

1 The model trips and strangles himself with the chain. The model is taken *out of action*. When rolling for Injury after the game, a roll of 1-3 means the model is out permanently, instead of the normal 1-2.

2-5 The model moves 2D6" in a direction nominated by the controlling player.

6 The model moves 2D6" in a random direction. If the player owns a Scatter dice (available from Games Workshop stores), roll that to determine direction. If not, then roll a D6: 1 – Straight Forward, 2-3 – Right, 4-5 – Left, 6 – Straight Back.

If the Ball and Chain wielding model moves into contact with another model (friend or foe), he counts as charging into close combat, and will engage in close combat until his next Movement phase. Opponents wishing to attack a Ball and Chain wielding model suffer a To Hit penalty of -1, as they must dodge the whirling ball to get close enough to strike. The Ball and Chain wielder cannot be held in close combat and will automatically move even if he starts the Movement phase in base contact with another model. If the model moves into contact with a building, wall, or other obstruction, he is automatically taken *out of action*. In addition, a ball and chain wielding Goblin is much too busy trying to control the spinning weapon to worry about what others are saying about him behind his back, so ignores the special rules for Animosity.

Cumbersome: Because the Ball and Chain is so heavy, a model equipped with one may carry no other weapons or equipment. In addition, only a model under the influence of Mad Cap Mushrooms has the strength to wield a ball and chain.

Unwieldy: The great weight of the Ball and Chain can easily tear ligaments or pull a wielder's arms out of their sockets. While someone under the influence of Mad Cap Mushrooms will not notice such effects, when the drug wears off he will be in great pain. To represent this, at the end of the battle the controlling player must roll for Injury for each model that used a Ball and Chain, just as if the model had been taken *out of action*. If the model was actually taken *out of action* normally, just roll once for Injury – there is no need to make a second roll.



Orc special skills

Orc Heroes may use the following Skill list instead of any of the standard Skill lists available to them.

'ard ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

waaaggh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go!

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

well 'ard

The Orc has a thick, dark-green skin, possibly indicating Black Orc blood. Such is the toughness of the Orc that he may add +1 to any armour saves.

'eadbasher

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand count as *stunned* results instead.

Waaaggh! Magic

Waaaggh! spells are used by Orc Shamans. They are rituals of a sort, howling prayers to the boisterous Orc gods Gork and Mork.

D6 Result

1 Led'z go

Difficulty: 9

The Shaman's howling invigorates the tadz to fight even harder for Gork and Mork.

Any Orc or Goblin within 4" of the Shaman will automatically strike first in hand-to-hand combat regardless of other circumstances. The spell only lasts until the caster is knocked down, stunned or taken out of action.

2 Oi! Gerroff!

Difficulty: 7

A huge, green ectoplasmic hand pushes an enemy away.

Range 8". Moves any enemy model within range D6" directly away from the Shaman. If the target collides with another model or a building, both suffer 1 S3 hit. **Note:** Very handy for dropping people from high buildings with. May not be cast on models in hand-to-hand combat.

3 Zzap!

Difficulty: 9

A crackling green bolt of WAAAGH! energy erupts from the Shaman's forehead to strike the skull of the closest foe. This energy easily overloads the brain of a weak-willed opponent.

Range 12". Causes D5 S4 hits on the closest enemy target, with no armour saves allowed.

4 Fooled Ya!

Difficulty: 6

The Shaman disappears in a green mist, confusing his enemies.

No enemy may charge the Shaman during their next turn. If the Shaman is engaged in hand-to-hand combat he may immediately move 4" away.

5 Clubba

Difficulty: 7

A huge, green club appears in the band of the Shaman.

The ectoplasmic club counts as a normal club with +2 Strength bonus and gives the Shaman +1 attack as well. This spell lasts until the Shaman suffers a wound.

6 Fire of Gork

Difficulty: 8

Twin bolts of green flame shoot from the Shaman's nose to strike the nearest enemy model.

Range 12". Each of the two bolts causes D3 S3 hits; the bolts can either be fired both at the closest enemy target or split between the two closest enemy targets.



Crump 'em! The fierce nature of Orcs means that they are always ready for a good scrap. They would much rather kill and rob than search ruins looking for treasure. As such, they are an excellent warband for your Mordheim games. The following are things that should be kept in mind when designing and running your Orc warband:

Trolls are scary. If you can afford to add a Troll to your warband, do so! The ability to cause *fear* should not be underestimated. However, even without considering this ability, a Troll is a nasty opponent. With multiple attacks, multiple wounds, and the ability to regenerate, a Troll is likely to stand and take lots of attacks from the opposing warband without missing a beat. In addition, its larger base size means that it can effectively block a large alleyway (or even a street!) all by itself.

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