

Warband Name: Mighty Orcs (Orcs & Goblins) Warband Rating: 145 Rout Limit: 3 Gold Coins: 0 Shards: 0

Name: Boss Maan Type: Orc Boss Experience: 20 [+4]

M	WS	BS	S	T	W	I	A	LD	Sv
4	4	4	4	4	1	3	1	8	-

Weapons: Halberd

Rules: Leader

Name: Zappa Type: Orc Shaman Experience: 10 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	4	1	3	1	7	-

Weapons: Dagger, Dagger

Rules: Wizard (Zzap!)

Name: Da Fist Type: Big 'Un Experience: 15 [+2]

M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	3	4	1	3	1	7	-

Weapons: Dagger, Dagger

Name: Da Brute Type: Big 'Un Experience: 15 [+2]

M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	3	4	1	3	1	7	-

Weapons: Dagger, Dagger

Name: Da Loner Type: 1 Orc Boy

M	WS	BS	S	T	W	I	A	LD	Sv
4	3	3	3	4	1	2	1	7	-

Weapons: Dagger, Dagger

Rules: Animosity

Name: Da Green Tide Type: 9 Goblin Warrior

M	WS	BS	S	T	W	I	A	LD	Sv
4	2	3	3	3	1	3	1	5	-

Weapons: Short Bow, Dagger, Dagger

Rules: Animosity, Not Orcs

Name: Da Handla Type: 1 Goblin Warrior

M	WS	BS	S	T	W	I	A	LD	Sv
4	2	3	3	3	1	3	1	5	-

Weapons: Squig Prodder

Rules: Animosity, Not Orcs

Name: Da Teef Type: 2 Cave Squig

M	WS	BS	S	T	W	I	A	LD	Sv
2D6	4	0	4	3	1	4	1	5	-

Weapons: Halberd

Rules: Random Movement, Minderz, Not Orcs, Animal

* the [+*] notation behind the experience states how many xp you need to gain the next advance

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Skills and other Rules

Leader

Any model within 6" may use the Leaders Leadership instead of its own.

Animosity

At the start of every turn, roll a D6 for this model:

1 - The model taunts the nearest friendly Orc or Goblin Henchman. That henchman charges the model.

They fight this round of combat and break away from combat at the end of the round.

If there is no model within charge reach, the model itself fires a missile weapon at the nearest friendly henchman.

2-5: Nothing happens.

6: The model moves as quickly as possible towards the nearest enemy model, charging if possible.

When there is no enemy model in sight, it makes a normal movement (additional to its movement in the Movement Phase!).

If the move takes it in charge range of an enemy model, it has to charge in the movement phase.

Not Orcs

Each model with this rule counts as half a model when calculating rout limits. You may only have twice as many not Orcs in your warband as you have Orcs. There may never be more squigs than Goblins in your warband.

Random Movement

Declare a direction and move the model 2D6" in that direction. If they get in contact with any enemy model, they count has charging in the next round of combat.

Minderz

The squig must always be within 6" of a Goblin.

If at the start of its Movement phase it is not within 6" of a Goblin, it is no longer under the control of the player (for the rest of the game!).

From that point on, it will randomize the movement direction and attack any model it comes in contact with (friend or foe).

Animal

The model may not carry loot, nor climb up walls or use ladders.

Spells

Zzap! (Lesser Magic) [9+]

Range 12". Causes D3 hits with S4 on the closest enemy model, that ignore armour saves.

Equipment

Halberd (Strength +1)

May not use any equipment in the offhand during close combat. If the model is equipped with a shield it still gets a +1 bonus to its armour save against shooting

Dagger (Strength +0)

Enemy save modifier +1. If it has none, it gets a 6+ armor save

Squig Prodder (Strength +0)

For this model, increase the control radius over Cave squigs from 6" to 12".

When charged, strike first (even before the charger)

May only use a shield or a buckler in the offhand during close combat.

Short Bow (Strength 3, Range 16)