



Nimble

A fast, tactical TTRPG

ORCS!

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ORCS

Mighty, battle-born, warriors that train endlessly to resist blades and arrows. Only the greatest Orcs dare use the arcane, and even they do so with reverence and fear.

ORC ENCOUNTERS & TACTICS:

- **Skirmishband.** (VS levels 1–4 heroes) Composed primarily Orcs, Orc Raiders, & Warpigs. They use simple tactics: Orcs and Orc Raiders engage the first available targets, Warpigs are trained to use their speed, to engage the back lines with less armor.
- **Warband.** (VS levels 3–10 heroes). With a Battlebard or Warchief (or both) a Skirmishband becomes a true Warband. Add in a few Elites and these become truly terrifying combatants. They use much more intelligent tactics: flanking, ganging up on isolated heroes, targeting heroes with lower armor, and especially targeting any hero using magic.
- **Infernoband.** (VS levels 8–16 heroes). When an orc tribe has been pushed to the edge, their high leader musters and personally leads this ultimate warband. Flamecallers always travel with a retinue of Battlebards, Elites, and Warchiefs—they can quickly flood the battlefield with overwhelming numbers, impeccable positioning, and using Pillar of Flame to Damage as many heroes and Orcs as possible to trigger their Enrage ability.

ORCISH NAMES:

Karthug One-Eye, Brakka the Red, Katerwal the Howler, Skrall, Trugga Wormgut, Makluk Deepscar.

DEFEAT (TPK ALTERNATIVES)

The heroes are taken captive to the Orc's High Flamecaller—He wants them to:

- **Remain an Enemy.** Deliver a message to those who sent them and he will spare their "miserable lives" leaving them with a bad scar (ask the heroes what scar they'd like).
- **Become an Ally.** He wants their aid in defeating a powerful rival. "You fight unlike any we've seen, It took a warband many times your size to subdue you..."

PARLEY

When clearly losing, orcs may yield to a hero (particularly one who can cast magic) as their new, true High Flamecaller. If spared, they will honorably serve and die for their new Flamecaller—and can provide info they'd have access to, and be sent on minor quests in their region.

***Note.** They can engage in combat "off-screen," but to avoid overcomplicating play, they will refuse to personally aid their Flamecaller in combat: "A High Flamecaller can handle themselves."*

ORC LOOT:

Oversized Cleaver, Slab of Bacon, Giant Horn (blow it and orcs may answer the call), Tattooing Kit (with black ash ink), Bone Totem Necklace, Clan Banner Scrap, Flamecaller's Pungent Incense, Warrior's Diary (retrieved from a fallen soldier; bloodstained, full of strategic notes & maps), Black Iron Nails, War Paint Jar (a mix of blood, ash, and herbs; applying it gives a faint burning sensation).



Battlelust. Heroes have disadvantage on Initiative against a band composed mostly of Orcs.



Tough as Nails. Medium armor, except against magic damage.
Enrage. When crit: deal 5 damage to an adjacent enemy.



WARPIG Lvl 1/2

10

18

Gore. 1d10

ORC Lvl 1

26

- **Battleaxe.** 1d10+4. OR:
- **Javelin.** 1d6+4 (Range 8)

ORC RAIDER Lvl 3

34

- **Twin Strike (2x).** 1d10+4. OR:
- **Javelin.** 1d6+4 (Range 8).

ORC BATTLEBARD Lvl 4

50

Stand Your Ground! Allied Orcs attacks with advantage so long as you have not moved (or been moved) since your last turn.

Battle Horn (1/encounter). Trigger every allied Orc's Enrage ability.

ORC ELITE Lvl 6

70

Cleave. 2d10+4, can target a 2nd enemy in Reach. OR:
Heavy Javelin. 2d6+4 (Range 8).

ORC WARCHIEF Lvl 8

90

Warchief's Axe. 2d10+4, then:

Call the Horde. Summon 1 Orc to the battlefield.

HIGH ORC FLAMECALLER Lvl 10 70

Touch Not The Flamecaller! When damaged, choose 1 Orc to move and trigger their Enrage ability.

Pillar of Flame. (AoE, Reach 8) 1d10+10 to ALL creatures in a 2×2 area. Orcs there trigger their Enrage ability.



Level 10 Solo Orc Lord

HORDECALLER KEREM

250 M STR+, WIL+

Hordecaller. When initiative is rolled and when crit, summon 1 Flamebound Ancestor per hero (place them within Reach 6). **Flamebound Ancestor:** d10 minion. On death: 5 damage to 1 adjacent enemy.

ACTIONS: After each hero's turn, Move 6 then choose one:

- **Ancestors of Flame.** If there are more heroes than Orcs: Use your Hordecaller ability.
- **Command the Horde:** (1/round) Command your horde to move then attack.
- **Flameslash.** (Reach 6) 2d10+4 damage.

BLOODIED: "Ancestors, I call upon thee!" Trigger your Hordecaller ability.

LAST STAND: Kerem is dying! **100** more damage and he dies. Hordecall at the end of each turn.