

## ORCS V2

### BACKGROUND

Once Orcs ruled the whole of the Old World as well as the lands far to the east and south. The various tribes fought, conquered and absorbed each other in one huge glorious battle that lasted for countless centuries. 'Countless' because Orcs were and remain in a state of uncompromising savagery having mastered neither writing nor counting beyond three. This happily blood-thirsty state of affairs lasted until the human tribes united together with the Dwarfs to drive the Orcs from the lands west of the Worlds Edge Mountains. Subsequently, Orc tribes can mostly be found in the Bad Lands to the south of the Old World and the Dark Lands to the east. There the great business of fighting amongst themselves continues to this day.

Orcs are the largest and most ferocious of the greenskinned races and they dominate the smaller Goblins and Snotlings almost completely. Despite this many independent Goblin tribes continue to live deep in the forests and mountains of the Old World as well as in the Worlds Edge Mountains and beyond. These smaller greenskins are far better at adapting to life below ground or in the dense forests because they are smarter and more practical than Orcs. This is why Orc tribes always include Goblin slaves to make armour and weapons, and do such practical stuff as Orcs either can't be bothered with or just don't understand. The smallest of these creatures are called Snotlings, tiny sub-goblins that live amongst and alongside their larger relatives. They are occasionally pressed to simple tasks but for the most part they are regarded as pests, treated like pets, or enthusiastically eaten – for all greenskins are cannibals though they prefer human flesh when they can get it.

The Orc way of life is war. Every Orc measures his worth by the number of enemies he has slain – and also the number of friends, for Orcs fight each other all the time. By fighting they establish which of them is best and this is reflected in their curious metabolism. The more dominant an Orc becomes the bigger he grows so it is always easy to see which Orcs are in charge and who is boss – just look for the big guy.

All Orcs want to be biggest and best, and the surest way to achieve this is to follow the biggest Orc and share in his success. Because the top chieftains are continuously fighting off rivals their reign does not usually last for very long. Nor is there any shortage of strong, young Orcs waiting to take a fallen chieftain's place. Thus Orc society is a genuine meritocracy where the best always rise to the top and stay there only so long as they can fight off the opposition.

There are an untold number of Orc tribes in the world and most are itinerant, surviving by a process of raiding and despoliation. If one chieftain proves very successful in this respect other chieftains will quickly throw in their lot with the up and coming warlord. This warlord's forces will therefore grow and will continue to grow until there are so many Orcs in one place they will either self-destruct in a mighty inter-tribal war or go on the warpath and invade one of the human lands to the west. A great invasion of this kind is known as a Waaagh. The great number of Orcs that make up the Waaagh generates a kind of unstoppable enthusiasm that sends the greenskins into a spree of killing and looting that only ends once the leader of the Waaagh has been slain. Because Orcs understand little or nothing of concepts such as

retreat, consolidation, or holding territory it is inevitable that a Waaagh will run out of steam eventually – the only question is how much destruction can it cause first.

## CAPTIONS

Orcs warriors are dangerous and violent opponents whose weaponry consists of heavy ironmongery such as cleavers, crude axes and maybe a helmet for the fortunate. The Savage Orcs of the Southlands are the most primitive – they often carry spears or simple clubs.

Black Orcs are the biggest and therefore the best Orc warriors – Orcs grow darker as they grow older but Black Orcs are a breed that are especially mean and aggressive. Black Orcs often dominate and take over other Orc tribes and always get the best wargear including any armour that's gone as well as the heaviest and sharpest weapons.

Goblins are small, cowardly creatures that enjoy fighting only when they vastly outnumber their enemy and preferably if they can attack from behind as well. There are many distinct tribes but they divide into three broad types. Common Goblins live in the plains and mountain valleys and wear clothes and carry weapons much as Orcs – they harness wolves either to ride or to pull chariots. Night Goblins live underground and wear long dark robes to protect their skin from the sun – they cultivate mutant mushrooms and herd the strange ball-shaped fungoid creatures called 'squigs'. Forest Goblins live deep in forests and wear dress made from fur and feathers – they often cover themselves with brightly coloured warpaint. When goblins fight they make a huge tightly packed huddle with everyone armed with whatever they can find, spears, clubs, swords, knives, bows, sticks, stones, etc.

Trolls are especially stupid creatures more like animals than proper thinking creatures. Orc tribes will often feed and thereby gain the trust of these simple-minded monsters and they in turn learn to obey simple commands. Trolls don't really need weapons to fight but will often pick up a branch or make a primitive club from a rock. There are all manner of different Trolls – slimy-skinned River Trolls live in marshes and near water, Stone Trolls with stony-grey scales, mutated Trolls with two heads, and many more besides. All Trolls can regenerate damage very quickly and this makes them especially difficult to kill.

Ogres are brutish creatures whose homeland is in the valleys of the mountains far to the east which are also homes to other kinds of giant. In fact they are the smallest of the giant races – but still very large compared to humans. Ogres are notoriously fond of human flesh and will happily hire out their services to an Orc warlord if they get first dibs at the pickings. Fortunately Ogres aren't terribly keen on greenskin meat and they hardly ever eat any of their employers – well not all that often anyway.

Boar Riders – Orcs consider the ferocious giant Boar the ideal mount for it almost as irascible and pig-headed as they themselves. Boar riders are equipped much as ordinary Orcs or savage Orcs in the lands to the south.

Wolf Rider – the ordinary Goblins of the plains have almost tamed wolves and ride them to battle. Quite who is in charge - wolf or rider - is open to question. Riders carry the usual assortment of weapons and most have a bow that they can use to take pot-shots at the enemy from a distance. Although Forest Goblins do not ride wolves they do ride the larger of the giant spiders that they otherwise cultivate for both food and for their venoms.

Wolf Chariots – as well as riding wolves Goblins also harness them to chariots – which annoys the wolves something terrible. Occasionally some bright spark will try harnessing boars to a chariot instead but this is generally considered suicidal. There are few enemies that can stand before a chariot charge and these wild charioteers are amongst the most effective goblin troops.

Giants – are extremely large, huge, monstrously big, but thankfully not too smart. They also have a fondness for strong beer that means they spend most of their time in a state of complete befuddlement.

Rock Lobber – the Rock Lobber is a primitive but extremely effective stone throwing machine. Such huge constructions can be counter-weight engines but are just as likely to be powered by a Troll pulling on a chain – only the smartest Trolls are suitable for such challenging work.

Characters – Orcs and Goblins hold to the notion that biggest is best and visa versa – it's a crude notion of authority but it seems to work. The armies general will be the most powerful Orc Warlord, whilst lesser and aspiring Warlords and their lackies swell the ranks of heroes. Shamans have a special and occasionally respected role in the tribes – doctors, magicians, fonts of wisdom (of a kind), fortune tellers, and the living links between the everyday world and the Great Green world of the gods Gork and Mork.

Wyvern – Wyverns are large flying reptiles much like dragons in appearance but lacking front limbs. They breed in eyries high in the Worlds Edge Mountains. Newly hatched chicks are highly prized amongst greenskins for they can be hand reared (hands often ending up as food along with eyes, noses, ears, etc) and presented as mounts to the most powerful warlords. Frequent and enthusiastic brutalisation will eventually produce a creature that can be ridden by a determined and brave individual with a head for heights.

Chariot Mounts – Orc and goblin leaders often ride chariots drawn by either snorting Boars or swift Wolves. Night Goblins have been known to attempt to harness mutant Squig beasts.

## ORC LIST

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Orc Warriors	Infantry	4	3	6+	-	3	60	2/-	-
Black	Infantry	4	4	5+	-	3	110	-/1	-

Orcs									
Goblins	Infantry	2/1	3	0	-	3	30	2/-	*1
Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Ogres	Infantry	4	4	5+	-	3	105	-/1	*3
Boar Riders	Cavalry	4	3	5+	-	3	110	-/-	-
Wolf Riders	Cavalry	2/1	3	6+	-	3	60	-/-	*4
Wolf Chariots	Chariots	3	3	6+	-	3	80	-/3	-
Giant	Monster	8	8	5+	-	1	150	-/1	*5
Rock Lobber	Artillery	1/3	3	0	-	1	75	-/1	*6
Orc General	General	+2	-	-	8	1	95	1	-
Orc Hero	Hero	+1	-	-	8	1	80	-/2	-
Orc Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Goblin Hero	Hero	+1	-	-	7	1	45	-/1	-
Goblin Shaman	Wizard	+0	-	-	6	1	30	-/1	-
Wyvern	Monstrous Mount	+2	-	-	-	-	+80	-/1	*7
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*8

**Goblins** a Goblin unit is allowed to shoot as if it had bows but its range is reduced to 15cm.

**Trolls** When trying to issue an order to a unit of Trolls or to a brigade that contains a unit of Trolls, there is always a -1 Command penalty. Trolls can regenerate wounds - in each round of combat **after** whole stands have been removed Trolls automatically regenerate one outstanding hit. If no hits are left over after removing whole stands then regeneration has no effect. Regenerated hits still count towards the combat result for the round.

**Ogres.** If an Ogre unit can use its initiative to charge an enemy unit of humans at the start of the Command phase then it must do so. This happens automatically and their commander can do nothing about it. 'Humans' encompasses all 'men' including Chaos Warriors and Marauders, but not Dwarfs, Elves etc.

**Wolf Riders.** The Wolf Riders' range is restricted to 15cm. Wolf Riders can shoot behind or to the side as well as to the front. Just measure the range from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

**Rock Lobber.** See the Artillery and Machines section of the rulebook.

**Wyverns.** Generals, Wizards and Heroes can ride Wyverns. A Wyvern can fly, increasing its riders' move from 60 to 100cm, and it adds +2 Attacks to those of its rider. A unit that includes a Wyvern rider causes terror in its enemies.

**Chariots.** A General, Wizard or Hero can ride a Chariot. A character in a chariot adds +1 to his Attacks.

**Giants** must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you so wish. If you attempt to give an order to a Giant and fail then you must take a test to see what it does. Ignore potential blunders – these are taken into account by the following rules. Roll a dice and consult the Giant Goes Wild chart. Where Giants are brigaded together roll for each separately.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing its effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Giant is badly hurt all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks). A Giant causes terror in its enemies.

#### Giant Goes Wild Chart

D6 On no! What's he doing now!

- 1 The Giant will neither move nor fight this turn but simply stands rooted to the spot looking dopey.
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat the Giant will hold his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, outhouse or whatever comes to hand and throws it at the closest unit - friend or foe – that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing in. If he reaches an enemy unit he will attack as normal. If he reaches a friendly unit he will walk straight through and out the other side if there is room and he has sufficient move. If he reaches a friendly unit and does not have sufficient move or enough room to walk all the way through then he halts on contact. A friendly unit that is walked through or contacted in this

way instantly becomes confused for the remainder of the Command phase. Such a unit ceases to be confused at the end of the Command phase along with other confused units.

- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe he will attack as normal. If friends are in the way he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling his Attacks value in the first round of combat.

## SPELLS

### FOOT OF GORK

6+ to cast  
Range 50cm

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

This spell can be cast on any unengaged enemy unit within range regardless of whether the Shaman can see it or not. The spell cannot be cast on a unit engaged in combat.

The unit suffers six attacks worked out in the usual way. A unit cannot be driven back by the Foot of Gork (Gork's foot descends from above!).

### GOTCHA!

5+ to cast  
Range 30cm

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

Draw an imaginary line 30cm long from the Shaman's stand in any direction you wish. The line will pass through any intervening units but not beyond terrain that would normally stop a missile shot, e.g over the crest of a hill, more than 2cm of woodland, and so forth.

Each unit under the line takes three shooting attacks worked out in the usual way. Note that this spell can easily affect several units and will affect all units that fall beneath the line (including your own). Unengaged units can be driven back by a Gotcha as with ordinary shooting (even including friends). Engaged units cannot be driven back by the Gotcha but carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

GERROFF!!!

5+ to cast  
Range 60cm

*The voice of Gork booms out across the battlefield driving back his foes with a rancid gale force yell.*

This spell can be cast on any unengaged enemy unit within range regardless of whether the Shaman can see it or not. The spell cannot be cast on a unit engaged in combat.

The enemy unit is driven back 5 x D6cm towards its own table edge. This is treated in the same way as a drive back from shooting, except that the direction is established by determining the shortest route to the table edge. A unit cannot be routed by a drive back from a Gerroff spell. If the unit leaves the table edge it must roll as described in the main Warmaster rules (See Movement p19-23).

WAAAGH!

4+ to cast  
Range 30cm

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

This spell can be cast on a friendly unit of Orc or Goblins engaged in combat; including Black Orcs, Wolf Riders, Boar Boyz and any type of Orc or Goblin troops but not Trolls, Ogres, Giants or other non-greenskins. The spell can be cast regardless of whether the Shaman can see the target or not.

The spell lasts for the duration of the following Combat phase.

Every stand in the unit, including characters that have joined the unit, adds +1 to its Attacks value.