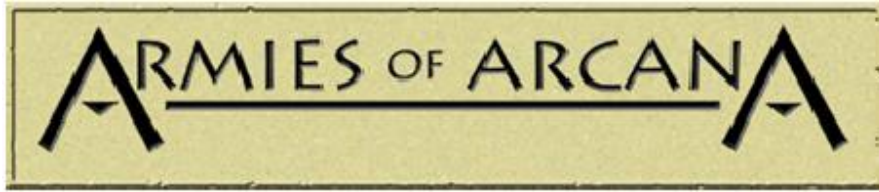


## Orcs

### Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Orc Warrior	12	6"	1	2 - Shield	1	7	1 / 2 - Str (1)		
Orc with Scimitar	12	6"	1	2	1	7	1 / 2 - Str (2)		
Orc with 2-Handed weapon	9	6"	1	1	1	7	1 / 2 - Str (3), Last Strike		
Orc with Spear	18	6"	1	2 - Shield	1	7	1 / 2 - Str (2), Long Weapon		
Orc with 2 weapons	13	6"	1	1	1	7	2 / 2 - Str (1)		
Orc with Bow	32	6"	1	1	1	7	1 / 2 - Str (1)	Longbow (27") 1 / 2 - Str (2)	
Greater Orc	24	6"	2	3 - Shield	2	8	1 / 3 - Str (2)		
Greater Orc with Spear	33	6"	2	3 - Shield	2	8	1 / 3 - Str (3), Long Weapon		
Greater Orc with 2-handed Weapon	18	6"	2	2	2	8	1 / 3 - Str (3), Last Strike		
Greater Orc with Bow	43	6"	2	2	2	8	1 / 3 - Str (2)	Longbow (27") 1 / 2 - Str (2)	
Orc Berserker	19	6"	1	0	1	8	2 / 3 - Str (2)		Berserk
Orc Beast Rider with Sword	31	14"	3	3	1	7	1 / 2 - Str (1) Beast: 1 / 2, Str (1)		Base: 2 Ramming 1 / 2, Str (2)
Orc Beast Rider with Lance	37	14"	3	3	1	7	1 / 2 - Str (2), Long Weapon Beast : 1 / 2, Str (1)		Base: 2 Ramming 1 / 2, Str (2)
Orc Scorpion Rider with Lance	91	12" - Rock Climber	5	3 Missile +2	1	9	1 / 3 - Str(2), Long Weapon Scorpion: 4 / 2 - Str (3) Tail: 1 / 4 Str (3), d3 Wounds		Base: 9



## Orcs

### Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Orc Chieftain	208	6"	5	3 - Fixed Evasion (1)	3	10 - Fearless	3 / 4 - Str (4), Magical, First Strike	(1 / 3)	
Orc Hero	85	6"	3	2 - Fixed	2	9 - Fearless	3 / 3 - Str (2), Magical, First Strike	(1 / 3)	
Orc Shaman	314	6"	4	2 - Fixed	4	8 - Fearless	2 / 3 - Str (2), Magical	(1 / 3)	Spell Caster Earth, Air, Chaos
Greater Orc Hero	121	6"	4	3 - Fixed	3	9 - Fearless	3 / 3 - Str (3), Magical, First Strike	(1 / 3)	
Riding Beast	19	14"	1	3	1	7	1 / 2 - Str (1)		Ram: 1 / 3 Str (2)