

Brutes (Orcs & Goblins) - Claude																		
Rating	233																	
Treasury:	6 couronnes																	
Number of models:	13 (3 to rout)																	
Maximum number:	20																	
	Orc Racial Max: 4" 6 6 4 5 3 5 4 9																	
Name	ID	Unit Type	#	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills	
2 swords	Roi	Boss (Hero)	1	4"	3	3	4	4	1	2	1/2	8	4/5+	34	120	Axe; Dagger; Bow Lt.Armour; Sword Shield	3	
Leader: Any model within 6" of the Boss may use his leadership instead of their own.																		
Strike to Injure: +1 to all Injury rolls in HTH combat																		
Resilient (HTH attack get -1S)																		
Injuries: Blind in One Eye (-1 BS); Nervous condition -1 Initiative; Hand injury (-1 WS)																		
Step Aside: Save 5+ in HTH combat																		
Fléau	Valet	Big 'Un (Hero)	1	4"	5	3	3	4	1	3	1/2	7	-	22	53	Axe; Dagger; Bow		
Advance: +1 WS																		
Lance	10	Big 'Un (Hero)	1	3"	5	3	3	3	2: OO	3	1/2	7	5/6+	20	48	Axe; Dagger Shield	1	
Injuries: -1 M, Old Battle Wound (1 on D6 = miss game)																		
Advance: +1 W, +1 WS																		
Bouclier Mort	9	Orc Boyz (Hero)	1	4"	4	3	4	4	1	2	2/3	7	-	7	42	Axe; Dagger		
Lad's got Talent: Special + Combat skills																		
Advance: +1 A																		
Bouclier Bois	9	Orc Boyz A	1	4"	4	4	4	4	1	2	1/2	7	-	7	42	Axe; Dagger		
Bouclier Bleu			1	4"	4	4	4	4	1	2	1/2	7	-	7	42			
Bouclier + Lance			1	4"	4	4	4	4	1	2	1/2	7	-	7	42			
Animosity																		
Advance: +1 S, +1 WS, +1 BS																		
Hache + Cape orange	8	Orc Boyz B	1	4"	4	3	3	4	1	2	1/2	7	-	5	38	Axe; Dagger		
Hache + Chainmail			1	4"	4	3	3	4	1	2	1/2	7	-	5	38	Axe; Dagger		
Animosity																		
Advance: +1 WS																		
Arc court - hat	2	Goblins	1	4"	2	4	4	3	1	3	1	5	-	5	20	Dagger; Short Bow		
Arc court - no hat			1	4"	2	4	4	3	1	3	1	5	-	5	20			
			0	4"	2	4	4	3	1	3	1	5	-	0	0			
Animosity but will never charge an Orc henchman (but can shoot); Goblins count as 1/2 OOA for Rout test; Lad's talent = dead.																		
Advance: +1 S, +1 BS																		
Dame	Shaman (Hero)	1	3"	5	2	3	4	2: OO	2	2/3	8	4/5+	24	58	Axe; Dagger; Shield Lt.Armour	3		
Advance: +1 W, +2 WS, +1 A																		
2. Oil Gerroff! A huge, green ectoplasmic hand pushes enemy model within range D6" directly away from Shaman. Range 8". If target collides with another model or building = 1x S3 hit. Not on models in HTH combat. Difficulty: 7																		
3. Zzap! A crackling green bolt of energy erupts from the Shaman's forehead to strike the skull of the closest foe. Range 12". Causes D3 S4 hits on closest enemy target, no armour saves. Difficulty: 9																		
1. Led'z go Any Orc or Goblin within 4" of the Shaman will automatically Strike first in HTH combat. Lasts until caster is KD, Stun or OOA. Difficulty: 9																		
4. Fooled Ya! Shaman disappears in a green mist. No enemy may charge the Shaman until next turn. If engaged in hand-to-hand combat, Shaman immediately move 4" away. Difficulty: 6																		
5. Clubba Club gives Shaman +2S and +1A and counts as a club. Last until Shaman suffers a wound. Difficulty: 7																		
6. Fire of Gork Twin bolts of green flame shoot from Shaman to strike nearest enemy. Range 12". Each of two bolts causes D3 S3 hits: Fired both at closest enemy or split between two closest enemies. Difficulty: 8																		
As	Troll	1	6"	3	1	5	4	3: OOO	1	3	4	4(R)+	NA	200	NA	763	3	
Cause Fear; Large Creatures; Subject to Stupidity;																		
Vomit: Instead of attacking normally, the Troll may cause a single S5 auto-hit on one model, no armour saves;																		
Regenerate: Ignores wounds taken on a D6 roll of 4+ (except by fire). Trolls never roll for Injury after a battle;																		
Stupid: Never gain experience; +20 warband rating;																		
Always Hungry: After every game, the Troll must be given 15GC, two Cave Squigs or Goblins, otherwise it leaves the warband;																		
Stash: Helmets (x3), Light Armour (x2)																		
Axe	-1 armour save.																	
Bow	1 Attack, 24" R, S3.																	
Dagger	+1 armour save, or save of 6+ if the model has none.																	
Light Armour	Basic D6 saving throw of 6. Serious Injury Save of 6.																	
Short Bow	1 Attack, 16" R, S3. Can Run and Fire.																	
Notes:	Animosity: At the start of each turn, roll a D6 for every Orc or Goblin henchman not in hand-to-hand combat. On a '1', roll on the following chart: 1) If there's a friendly Orc or Goblin Henchman or Hired Sword within charge range, the henchman will charge it (the nearest one). After this round, the models are moved 1 inch apart and go back to normal. If there isn't anyone in range, count this as a roll of 2-5 instead unless the model has a missile weapon - if he does, he takes a shot at the nearest Orc or Goblin Henchman or Hired Sword. 2-5) The model may do nothing else this turn, but may defend himself in hand to hand combat. 6) Must move quickly toward the nearest enemy in LOS (charging if possible). If no enemies in sight, model make a free move immediately - if this takes him into charge range of an enemy, he must charge it. If the warband includes Goblins, Madcap Mushrooms are common to find. Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience. Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.																	