

ORC WARBAND

VERSION 2.1

UPDATED 24/08/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

It was, of course, Tolkien who first conflated orcs and goblins using the two words interchangeably for the same vile creature. This opened the flood gates to those designers of role-playing and similar wargames and the miniatures that went with them. Way back when the first Dungeons and Dragons appeared the differentiation was already one of convenience - goblins were weedy and small whilst orcs were big and tough! Tolkien might have described his biggest orcs as 'almost man-height' but figure manufacturers have liberal interpretations of such matters.

Nowadays most people would associate Orcs with a substantially larger monster, likely green-skinned, and as unlike its goblin progenitor as it is possible to imagine. That's evolution for you. This list takes as its theme those modern ranges of Orc models of bulky proportion and massive musculature, and the essentially similar representations that appear in any number of fantasy video games.

Orc warriors are big brutes that favour crude weapons that we call swords for want of a better word but might equally well be described as cleavers, butcher's knives, machetes and hedge hooks. They can also carry spears or halberds of equally brutish design. Bows and crossbows are also on the menu, though frankly Orcs are poor shots and are better employed at close quarters. They are at the top of their game when fighting hand-to-hand, with high natural strength and a choice of special rules including ferocious charge. Orc cavalry ride boars; quite why no one seems to be sure, but it's a theme that transcends manufacturer's ranges and games alike and we would be unwise to ignore it. We also have chariots with porcine traction in the same vein.

Orc leaders are if anything bigger and even more brutal than their troops. Chieftains can be armed with huge swords and are prone to making ferocious charges, but otherwise carry the usual weaponry and limited armour. They are not the best actual leaders out there, Orc chieftains preferring to lead by example rather than worrying too much about tactical subtlety. The best fighters amongst them are champions, and woe betide anyone

who gets in the way of these killing machines with options that include ferocious charge, irresistible charge, and vengeful. Orc shamans are useful fighters too, and they have the usual wizardly powers to employ as you will.

As with their distant Goblin relatives, Orcs are sometimes accompanied by Trolls and we allow for this too. Also in common with Goblins, Orcs are not the most refined of technicians; hence they have crudely constructed war machines of varying sizes in the guise of bolt throwers and stone hurlers.

ADDITIONAL NOTES

This updated version of the Orc Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erewhon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

Orcs are a straight-forward sort of warband that both lacks and has no need for subtlety in any form. It is essentially an army of 'evil' critters, though what makes them evil apart from their propensity for violence I don't know. This list is largely inspired by the availability of models, but the concept might easily be applied to any range of powerful humanoid monsters; specifics, such as boars and Trolls, can easily be substituted for some equivalent.

As with all of these lists it is suggested that players settle details for themselves if they would prefer to play a style of game with more or fewer restrictions of choice. Existing limitations can be ignored, or new ones agreed, if players favour a different approach.

ORC CHIEFTAIN

Warlord Warrior Unit

Points Value: 95

Special: You must include one Orc Chieftain **or** Orc Chieftain Boar Rider unit in your warband and one only.

Unit: Orc Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Chieftain with sword or axe, light armour	5	4	6	5(6)	6	8	Tough, Command, Follow, 3x HtH Attacks, Wound
2 x Orc Bodyguard with sword or axe, light armour	5	4	6	5(6)	6	7	-
Options							
<ul style="list-style-type: none"> •Give unit huge swords or big axe@Free per model •Give unit improbably vast sword or bloomin' big axe @1pt per model adding the Heavily Laden special rule. •Give unit Ferocious Charge @1pt per model •Upgrade Chieftain to Tough 2 @10pts •Upgrade Chieftain to Tough 3 @20pts 				<ul style="list-style-type: none"> •Give unit Frenzied Charge @2pt per model •Upgrade Chieftain to Wound 2 @12pts •Give unit medium armour @10pts + 2pts per Bodyguard model increasing Res to 5(7) •Add up to 2 Orc bodyguards @12pts each 			

ORC CHIEFTAIN BOAR RIDER

Warlord Mounted Unit

Points Value: 136

Special: You must include one Orc Chieftain **or** Orc Chieftain Boar Rider unit in your warband and one only.

Unit: Orc Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Chieftain with sword or axe, light armour, riding Wild Boar	5	4	6	6(7)	6	8	Tough, Command, Follow, Fast 6, Ferocious Charge, 3x HtH, Wound: Boar 1HtH Attack SV3
2 x Orc Bodyguard with sword or axe, light armour, riding Wild Boar	5	4	6	6(7)	6	7	Fast 6, Ferocious Charge: Boar 1HtH Attack SV3
Options							
<ul style="list-style-type: none"> •Give unit huge swords or big axe@Free per model •Give unit improbably vast sword or bloomin' big axe @1pt per model adding the Heavily Laden special rule. •Give unit Frenzied Charge @2pt per model •Upgrade Chieftain to Tough 2 @10pts 				<ul style="list-style-type: none"> •Upgrade Chieftain to Tough 3 @20pts •Upgrade Chieftain to Wound 2 @14pts •Give unit medium armour @10pts +2pts per Bodyguard model increasing Res to 6(8) •Add up to 2 Orc bodyguards @25pts each 			

ORC SHAMAN

Warrior Unit

Points Value: 57

Special: You can include a maximum of one Orc Shaman in your warband.

Unit: Orc Shaman	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Shaman with sword or axe	5	4	6	5	6	8	Tough, Magic Level 1, Wound
0 x Orc Bodyguard with sword or axe	5	4	6	5	6	7	
Options							
<ul style="list-style-type: none"> •Make Shaman Magic Level 2 @25pts •Make Shaman Magic Level 3 @50pts •Upgrade Shaman to Tough 2 @10pts 				<ul style="list-style-type: none"> •Give unit Ferocious Charge @1pts per model •Give Orc Bodyguards huge swords or big axe@Free per model •Add up to 4 Orc Bodyguards @10pts each 			

ORC CHAMPION

Warrior Unit

Points Value: 75

Special: You can include a maximum of one Orc Champion unit in your warband.

Unit: Orc Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Champion with sword or axe, light armour	5	4	6	5(6)	8	8	Tough 2, Hero, 3x HtH, Wound, Ferocious Charge

Options

- Give Champion huge sword or big axe@Free
- Give Champion improbably huge sword or bloomin' big axe @1pt adding the Heavily Laden special rule
- Give Champion medium armour @10pts increasing Res to 5(7)
- Give Champion Irresistible Charge instead of Ferocious Charge @9pts
- Give Champion Vengeful rule @1pt
- Give Champion Frenzied Charge @2pts
- Upgrade Champion to Tough 3 @10pts
- Upgrade Champion to Wound 2 @12pts
- Upgrade Champion to Wound 3 @24pts

ORC GUARD

Warrior Unit

Points Value: 70

Special: You can include a maximum of one Orc Guard unit in your warband.

Unit: Orc Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Leader with sword or axe, light armour	5	4	6	5(6)	6	7	Tough
4 x Orc Guard with sword or axe, light armour	5	4	6	5(6)	6	7	-

Options

- Give unit medium armour @2pts per model increasing Res to 5(7)
- Give unit huge swords or big axes @Free per model
- Give unit halberds @1pt per model
- Give unit Ferocious Charge rule @1pt per model
- Add up to 5 Orc Guards @12pts each

ORC WARRIORS

Warrior Unit

Points Value: 70

Unit: Orc Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Leader with sword, light armour	5	4	6	5(6)	6	7	Tough
4 x Orc Warrior with sword, light armour	5	4	6	5(6)	6	7	-

Options

- Give unit spears @Free per model
- Give unit halberds @1pt per model
- Give unit Ferocious Charge rule @1pt per model
- Add up to 5 Orc Warriors @12pts each

ORC ARCHERS

Warrior Unit

Points Value: 70

Unit: Orc Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Leader with sword, bow	5	4	6	5	6	7	Tough
4 x Orc Archer with sword, bow	5	4	6	5	6	7	-

Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit crossbows @1pt per model
- Give unit Ferocious Charge rule @1pt per model
- Add up to 5 Orc Archers @12pts each

ORC BOAR RIDERS

Mounted Unit

Points Value: 85

Unit: Orc Boar Riders	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Boar Rider Leader with sword or axe, light armour	5	4	6	6(7)	6	7	Tough, Fast 6, Ferocious Charge: Boar 1xHtH SV3
2 x Orc Boar Rider with sword or axe, light armour	5	4	6	6(7)	6	7	Fast 6, Ferocious Charge: Boar 1xHtH SV3

Options

- Give unit medium armour @2pts per model increasing Res to 6(8)
- Add up to 2 Orc Boar Riders @25pts each
- Give unit spears @Free per model

ORC BOAR CHARIOT

Chariot Unit

Points Value: 101

Unit: Orc Boar Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Orc Chariot: Orc crew, pulled by two boars	3	-	-	10	-	-	Large, Irresistible Charge, Fast 6
2 x Orc crew with swords or axes	-	4	6	-	6	7	-
2 x Boars	-	-	5	-	-	-	1xHtH Attack SV3

Options

- Give Orc crew spears @Free per crew
- Add up to 2 Orc crew @5pts each
- Give Orc crew bows @2pts per crew
- Give chariot Scythes @25pts with D6 SV1 impact hits on charge

TROLLS

Monster Unit

Points Value: 105

Unit: Trolls	Ag	Acc	Str	Res	Init	Co	Special
3 x Troll	4	5	6	7	4	7	Large, 3x HtH SV2, Chunder, Regenerate

Options

- Add up to 2 Trolls @35pts each

ORC STONE THROWER

Artillery Unit

Points Value: 84

Unit: Orc Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Orc crew with swords or axes, stone throwing engine	5	4	6	5	6	7	Large, Slow 3

Equipment

1 x Small Stone Thrower

Options

- Add up to 2 Orc crew to unit @10pts each
- Give Orc crew light armour @2pts per model increasing Res to 5(6)
- Give unit Large Stone Thrower instead of Small Stone Thrower @27pts

ORC BOLT THROWER

Artillery Unit

Points Value: 60

Unit: Orc Bolt Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Orc crew with swords or axes, bolt throwing engine	5	4	6	5	6	7	Large, Slow 3

Equipment

1 x Small Bolt Thrower

Options

- Add up to 2 Orc crew to unit @10pts each
- Give Orc crew light armour @2pts per model increasing Res to 5(6)
- Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Bow	0-10"	10-20"	-	0	
Crossbow	0-10"	10-30"	-	1	Fire order to shoot
Chunder	0-10"	-	-	NA	Target counts Res of 5, exhausted on roll of 6+
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged attacks
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, Unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits,
Sword	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Huge Sword or Big Axe	Hand-to-Hand Combat			2	
Halberd	Hand-to-Hand Combat			2	+1 Strength
Improbably Huge Sword or Bloomin' Big Axe	Hand-to-Hand Combat			3	Heavily laden

Chunder. Range Attack counting target's Res as 5, exhausted on D10 roll of 6+.

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Ferocious Charge. +1 Strength bonus when charging.

Frenzied Charge. +1 extra Attack when charging

Heavily Laden. The unit is unable to make a sprint move.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Irresistible Charge. D3 SV bonus when charging.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery OH only).

Slow/Fast. Move at the basic rate indicated.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time.

Vengeful. Must follow-on combat, double attacks in follow-on combats.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.