

# PIG-FACED ORC WARBAND

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*Long ago, when today's grey-beards were but mewling pups, there came upon the world a race of creatures hitherto unknown. It is said they first appeared in the realms of the Arpege, and are recorded in the annals of Deandi as are so many of the world's woes. Soon their kind spread to the ends of the earth.*

*Chroniclers record them as a breed of Orc, for as with all Orcs they are brutish, violent and cruel creatures that live entirely by despoliation and plunder. Not adverse to cannibalism, they prefer to feast upon the sweeter flesh of human-kind.*

*Slaves they keep in great number, human captives and other unfortunates besides. Some they compel to war, driving them with whips upon the spears of their enemies. Others they retain as labourers and artificers, for they make little for themselves and are altogether ignorant of runes and such crafts as sustain civilised folk.*

*Because of their great porcine snouts, gnarly tusks and beady-eyes they are dubbed Pig-faced Orcs. The resemblance to beasts is only enhanced by their grunting, squealing tongue. Never silent, the Orcish band is often heard before it is seen. Nor is the snorting and belching any less stentorian than the gurgling and farting with which the creatures make equally free.*

*The skin of the Pig-faced Orc may be dark or tan or otherwise resembles that of a domestic pig or boar. Some are greenish, though many do say this is an abhorration to be reviled, denying even that such things should exist. Strange is the vehemence with which such matters are debated in the councils of the wise. Little does it appear to concern the creatures themselves, all being equally vile irrespective of hue.*

*Rarely do they settle, unless it is within some mountain hold from where they can readily plunder the lands thereabouts. More often they fall upon a village or small town, burning it to the ground and taking what they will. Feasting within the ruins, they raise great mounds of dung, which they sculpt into the crude shape of their mocking god: a squat, porcine monstrosity. As soon as they have eaten what the land has to offer they move on, unless it is that they are driven onwards by the gargantuan and rapacious flies that soon gather about their conquests.*

This warband is inspired by the Pig-faced Orc models made by Miniature Figurines Limited way back in the 1970's. These were originally designed as part of the licensed range for D&D, alongside other creatures such as Kobolds, Gnolls and the more usual Dwarves and Elves. Since those days, other manufacturers have made ranges that are similar, but it is the original models that I hold in great affection and for which I have put together this list.

I'm unsure why the artists who first drew them decided to give Orcs a porcine cast. It's interesting to note that the satirical Bored of the Rings, a parody of The Lord of the Rings published in the 1960's, describes Orcs along these lines. I do wonder if that is where the inspiration comes from. Whatever their conception, Pig-faced Orcs are a distinct and instantly recognisable critter in their own right. I have taken the opportunity to give them their own list, which reflects their character as I imagine it to be. If this owes as much to the Harvard Lampoon as it does to JRR Tolkien that is no coincidence.

The range of models that Minifigs made was fairly sparse, comprising only infantry variously armed, but universally equipped with a coat of armoured plates, some carrying shields in addition. Many wield pole-arms of different kinds, which I have lumped together as 'halberds', though spears and various axes remain as options. Bows and crossbows are also carried. So we have a basic selection of troops. A Warlord and his bodyguard can be concocted from the Chieftain or Sub-Chief models - although they differ little from the rank-and-file beyond the addition of a fancy helmet.

To bulk the force out and give it a distinct modus operandi, I've included units of 'slave' troops. These include captive townsfolk and even a human wizard - no doubt compelled to serve porcine masters in return for not eating their nearest and dearest - who knows? This gives the porkers some magic capability that they would otherwise lack. I've also included other races as slaves, based upon some of the models originally sold alongside Minifigs' Pig-faced Orcs. These include Gnolls, Trolls and Kobolds.

The Kobolds are small, dog-headed creatures, and I imagine them to be slaves and servants of the Orcs. Small and puny compared to their masters, they are nevertheless

their equal in terms of brutality. Such is their rapacity they are to some extent willing participants in plunder. Why the Pig-faced Orcs don't eat them is a mystery. Perhaps they are foul tasting. Maybe they are so scrawny as not to be worth the effort. I happen to have quite a few of these models, but players who prefer can simply substitute small humanoid models of their choice; goblins, halflings, gnomes, pixies or whatever wee critter comes to hand.

I've also included Gnolls as a bestial slave species - but these might equally well be represented by any suitable beastmen or similar model including, for example, the Minifigs Hobgoblins, which are contemporaries of the Pig-faced Orcs and originally part of the same range. Some might say the Hobgoblins are worthy of their own list or could be substituted for the Pig-faced Orcs themselves.

Although given human stats, our captive townsfolk might be represented by a rag-tag of goodly races should you prefer: elves and dwarves amongst them. The models I had in mind were the various human, and especially civilian models, originally designed for the Minifigs Valley of the Four Winds range, which came out only shortly after the D&D models themselves. Again, although I've arranged models into units that share common arms and armour - as is necessary for the game - it doesn't really matter if there is some variation in the way models are equipped so long as it's clear what they are supposed to be. Models can potentially be armed with pitchforks, flaming brands and other 'first thing that came to hand' type of weapons, which I have nominally counted as staves, with the option to upgrade to swords, spears or halberds.

### The Slave and Slave Driver rules

Two new special rules have been concocted for this list: *Slave* and *Slave Driver*. Units can be Slaves - the Slave rule applies to the whole unit - whilst Slave Drivers are always individual models.

A Slave unit can be given an order in the usual way only if there is a Slave Driver model within 10" when the order is given.

If there is no Slave Driver within 10" of a Slave unit when it is given an order then the **opposing player** makes a Command (Co) test for the unit. If the test is failed the unit goes **down** and a pin is removed in the usual way assuming the unit has any. If the test is passed the unit receives a **run** order and **the opposing player** gets to move the unit and must also remove a pin if it has any. The unit can be moved as the opposing player wishes in accordance with the rules, but it cannot charge (and so cannot initiate close combat), cannot use any missile weapons it has, and cannot otherwise make use of special rules. It just gets to make a standard 'double' move up to its normal run rate.

A unit directed to run off the table edge will automatically halt at the edge. However, a unit already positioned at the edge at the start of its move can leave the table altogether, in which case the unit is removed from play and deemed destroyed.

The thinking behind this rule is that Slaves who get the chance will attempt to escape, which means they can potentially get in the way of their fellows or even flee the battle entirely if they manage to avoid the slave driver's eye for long enough. In this list I've given all Slave Drivers a lash in addition to their other weaponry, partly because there is rather a nice model so-armed, because it seems appropriate, and because it adds 4pts to the model, which also makes some account of its slave driving ability. Slave units I have discounted by 10pts as a unit.

### Notes

Well here's a list that should give prospective Overswine and would-be Hog-Masters something to chew on. It might help to know that this is a list I've put together during three weeks of isolation in the middle of the Corona virus outbreak. I can't therefore claim that it is exhaustively tested, offer it in a sense of fun, and trust that it will be taken in the same fashion.

You'll notice that I've given the units purely descriptive names 'Pig-faced Orc Warriors' and such-like. I've kept the terminology straight-forward because the list is a direct reference to the classic Minifigs lines that inspired it: some personal favourites from my earliest days as a fantasy gamer. Large parts of the range have been remoulded and are available from Caliver Books at [www.miniature-figurines.co.uk](http://www.miniature-figurines.co.uk). The range includes various monsters too, which can be added to the warband using the standard monsters list for Warlords of Erewhon.

I must admit, I do find the name 'pig-faced orcs' a bit dull in play and tend to refer to my warriors as porkers, hogs, grunters, squealers and such-like. Is it a warband or a war-herd... more properly a wardrove... if you get my drift. The opportunity to inject pig-based jokes into play is far too tempting... I would never do anything so hammy.



### PIG-FACED ORC CHIEFTAIN

Warlord Warrior Unit

Points Value: 99

**Special:** You must include one Pig-faced Orc Chieftain unit in your warband and one only.

Unit: Pig-faced Orc Chieftain	Ag	Acc	Str	Res	Init	Co	Special
1 x Pig-faced Orc Chieftain with sword or axe, lash, light armour	5	4	6	5(6)	6	8	Tough, Command, Follow, 3x HtH Attacks, Wound, Slave Driver
2 x Pig-faced Orc Bodyguard with sword or axe, light armour	5	4	6	5(6)	6	7	

#### Options

- Upgrade Chieftain to Tough 2 @10pts
- Upgrade Chieftain to Tough 3 @20pts
- Upgrade Chieftain to Wound 2 @12pts
- Give unit Ferocious Charge @1pt per model
- Give unit Frenzied Charge @2pt per model
- Give unit medium armour @10pts + 2pts per Pig-faced Orc Bodyguard model increasing Res to 5(7)
- Add up to 2 Pig-faced Orc Bodyguards @12pts each

### HUMAN WIZARD

Warrior Unit

Points Value: 45

**Special:** You can include a maximum of one Human Wizard in your warband.

Unit: Human Wizard	Ag	Acc	Str	Res	Init	Co	Special
1 x Wizard with Cudgel (Wand)	5	5	5	5	7	8	Tough, Magic Level 1, Wound, Slave
0 x Wizard's Familiars	5	5	5	5	3	3	Spirit, 1 x HtH SV1, Exchange of Missiles SV1, Slave

#### Options

- Give Wizard stave (Staff) @1pt OR
- Give Wizard sword, axe or mace @2pts
- Make Wizard Magic Level 2 @25pts
- Make Wizard Magic Level 3 @50pts
- Upgrade Wizard to Tough 2 @10pts
- Add up to 4 Wizard's Familiars @18pts each

### PIG-FACED ORC CHAMPION

Warrior Unit

Points Value: 78

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

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

#### Options

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

### PIG-FACED ORC GUARD

Warrior Unit

Points Value: 74

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

Unit: Pig-faced Orc Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Pig-faced Orc Leader with sword or axe, lash, light armour	5	4	6	5(6)	6	7	Tough, Slave Driver
4 x Pig-faced 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 Pig-faced Orc Guards @12pts each

### PIG-FACED ORC WARRIORS

Warrior Unit

Points Value: 70

Unit: Pig-faced Orc Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Pig-faced Orc Leader with sword or axe, light armour	5	4	6	5(6)	6	7	Tough
4 x Pig-faced Orc Warrior with sword or axe, 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
- Give Leader Slave Driver rule and lash @4pts
- Add up to 5 Pig-faced Orc Warriors @12pts each

### PIG-FACED ORC ARCHERS

Warrior Unit

Points Value: 70

Unit: Pig-faced Orc Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Pig-faced Orc Leader with sword or axe, bow	5	4	6	5	6	7	Tough
4 x Pig-faced Orc Archer with sword or axe, 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
- Give Leader Slave Driver rule and lash @4pts
- Add up to 5 Pig-faced Orc Archers @12pts each

### TROLLS

Monster Unit

Points Value: 95

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

#### Options

- Add up to 2 Trolls @35pts each

### CAPTIVE TOWNSFOLK

*Warrior Unit*

*Points Value: 47pts*

Unit: Captive Townsfolk	Ag	Acc	Str	Res	Init	Co	Special
1 x Townsfolk Leader with stave	5	5	5	5	7	8	Tough, Slave
4 x Townsfolk with staves	5	5	5	5	7	7	Slave

#### Options

- Give unit spears @1pt per model
- Give unit swords or axes @1pt per model
- Give unit halberds @2pts per model
- Give unit bows @2pts per model
- Give unit light armour @1pt per model increasing Res to 5(6)
- Add up to 5 Captive Townsfolk @9pts each

### KOBOLDS

*Warrior Unit*

*Points Value: 52pts*

Unit: Kobolds	Ag	Acc	Str	Res	Init	Co	Special
1 x Kobold Leader with sword, axe or mace, light armour	6	4	5	3(4)	7	8	Tough, Frenzied Charge, Slave
4 x Kobold with sword, axe or mace, light armour	6	4	5	3(4)	7	7	Frenzied Charge, Slave

#### Options

- Give unit halberds @2pts per model
- Give unit javelins @2pts per model
- Give unit Ferocious Charge rule @1pt per model
- Add up to 5 Kobolds @10pts each

### GNOLLS

*Warrior Unit*

*Points Value: 67*

Unit: Gnoll Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Leader with axe or sword	5	4	5	7	7	8	Tough, Slave
4 x Gnoll Warrior with axe or sword	5	4	5	7	7	7	Slave

#### Options

- Give unit big axes or huge swords @Free per model
- Give unit halberds @1pt per model
- Give unit flails, chainmaces or morning stars @Free per model
- Give unit light armour @2pts per model
- Add up to 5 Gnoll Warriors @13pts each

### GNOLL ARCHERS

*Warrior Unit*

*Points Value: 72*

Unit: Gnoll Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Gnoll Leader with bow and dagger	5	4	5	7	7	8	Tough, Slave
4 x Gnoll Archer with bow and dagger	5	4	5	7	7	7	Slave

#### Options

- Give unit axes or swords @1pt per model
- Give unit crossbows @1pt per model
- Add up to 5 Gnoll Archers @14pts each

## 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+
Javelin	0-10"	-	-	1	
Cudgel, club or wand	Hand-to-Hand Combat			0	
Dagger or knife	Hand-to-Hand Combat			1	
Flail, chain mace, morning star, or pick axe	Hand-to-Hand Combat			1	Armour +1 maximum bonus
Halberd or other pole-arm	Hand-to-Hand Combat			2	+1 Strength
Huge sword or big axe	Hand-to-Hand Combat			2	
Lash or whip	Hand-to-Hand Combat			0	Can also be cracked during exchange of missiles
Stave or quarterstaff	Hand-to-Hand Combat			0	+1 Strength
Sword, axe or mace	Hand-to-Hand Combat			1	+1 Strength
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles

**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

**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).

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

**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.

**Slave.** If more than 10" from Slave Driver when order is given opponent rolls Command test, if passed the opposing player gives a Run order and moves the unit, if failed the unit goes Down as usual for a failed Order test.

**Slave Driver.** Slave units are given orders as normal so long as there is a Slave Driver within 10".