

IRON SKULL ORCS



V.0.1

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Gromok, The War Tyrant [1]	50mm	150	6"	9	5	5+	8	Tyrant's Disembowler, Skrian Katar	2	-	Morrak's Chosen	Tyrant's Finesse, Bloodthirsty, Inflict Terror	ORC, LEADER
Grakha Uzhkor [1]	35mm	130	6"	6	5	5+	7	Grandaxe, Bashing Star, Morrak's Wardrum, Gruntshield	2	-	Combat Mastery	Bloodthirsty, Murderous Sprint, Solid Tread, Predator	ORC, LEADER
Golric [1-2]	50mm	90	5"	6	4	6+	7	Grandhammer, Morrak's Wardrum, Spiked Club, Poleaxe	2	-	Bone Breaking	Bloodthirsty, Predator	ORC, INFANTRY
Troll Drover [1-2]	100mm	100	6"	7	6	6+	10	Skrian Katar, Spiked Club	2	-	Intimidating Moan	Gargantuan, Inflict Terror, Regeneration, Troll Reach	ORC, GARGANTUAN,
Feroxhog Riders [3-4]	35mm	60	12"	3	4	5+	4	Javelin, Swiftblade, Longsword, Gruntshield	2	-	Evasive	Inflict Terror, Murderous Sprint	ORC, MOUNT
Skull Collectors [2-4]	25mm	50	9"	4	5	4+	3	Poleaxe, Longsword, Swiftblade, Javelin	2	-	Lethal Accuracy	Murderous Sprint, Solid Tread	ORC, INFANTRY
Blood Shamans [2-3]	25mm	60	5"	1	3	6+	2	Bonestaff, Dagger	2	2	Ritual Keeper	Stealth	ORC, CASTER
Orc Grunt [6-10]	30mm	20	5"	3	4	6+	2	Grunt Shield, Longsword, Spiked Club, Hand Axe, Skrian Bongo, Iron Skull Banner	2	-	-	Bloodthirsty	ORC, INFANTRY
Spine Rippers [3-5]	35mm	40	5"	4	4	6+	3	Javelin, Greataxe, Spinedclaws	2	-	Chosen Trophy	Predator, Spine Display	ORC, INFANTRY
Body Choppers [3-5]	30mm	40	5"	4	4	6+	3	Defiler Blade, Skrian Bongo, Iron Skull Banner, Spiked Club, Gruntshield	2	-	Body Slam	Bloodthirsty	ORC, INFANTRY
Orc Gretchins [8-14]	25mm	10	6"	2	3	6+	1	Handaxe, Dagger, Javelin, Spiked Club	1	-	-	-	ORC, MINION
Dragon Steed [1]	140mm	150	16"	10	4	5+	15	-	-	-	Grand Guard/ Tail Swing	Fly	ORC, MOUNT

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Grandaxe	2	Melee	+4	20	-
Tyrant's Disembowler	1	Melee	+5	35	When an enemy is dealt damage with this weapon it gets a Crippled counter.
Bashing Star	1	4"	+4	30	-
Grandhammer	2	Melee	+4	20	-
Morrak's Wardrum	1	n/a	-	40	All other allied squads within 1" from this unit cannot be the target of ranged attacks.
Handaxe	1	Melee	User	0	-
Skrian Katar	1	Melee	+4	35	If this attack hits an enemy, it can be used one additional time per turn.
Javelin	1	15"	+1	30	If the attacked squad is within 4", this attack cannot be evaded.
Bonestaff	1	Melee	+1	15	Adds 1 Spell Slot to the wielder and gives +1 to Spell checks.
Defiler Blade	1	Melee	+2	10	When an enemy is dealt damage with this weapon it gets a Crippled counter.
Grunt Shield	1	n/a	-	10	Wielder gets Defense +1.
Spinedclaws	1	2"	+3	15	When an enemy is dealt damage with this weapon it gets a Crippled counter.
Skrian Bongo	1	n/a	-	25	All other allied squads within 1" get Strength +1. (Does not stack)
Swiftblade	1	Melee	+2	25	If this attack deals damage, roll an extra attack.
Skrian Poleaxe	2	4"	+3	15	-
Longsword	1	Melee	+1	0	-
Iron Skull Banner	2	Melee	User	35	Other allied squads within 11" get Strength +1". Multiple Iron Skull Banners do not stack.
Spiked Club	1	Melee	+1	0	-
Dagger	1	Melee	+1	0	-

Spells	Cast Difficulty	Range	Effect
Morrak's Blessing	6	12"	Select an allied squad within range. That squad has +1 to Evade Rolls until your next Starting Phase
Morrak's Curse	8	15"	Select an enemy within range and give them a Morrak's Curse counter.
Morrak's Wrath	9	12"	Select an allied squad within range. That squad becomes Berserk.
Morrak's Glory	12	-	All Allied squads in the battlefield have an extra attack, If this spell is successful no more Allied Squad spells can be cast until next round.

Activated Abilities	Effect
Morrak's Chosen	Once per round, you may re-roll any die once.
Combat Mastery	Activate after Grakha has successfully dealt damage. Grakha can do an immediate additional attack against the same enemy squad. (Activates only once per turn)
Bone Breaking	End of Combat Phase. For each squad in hand-to-hand combat with this squad, roll a D6. On a result of 6+ deal 1 Direct Damage to that squad.
Intimidating Moan	Activate during your Starting Phase. Select one enemy squad in line of sight within 8". Reduce the target squads' Strength in half (rounded down) until your next Starting Phase.
Evasive	After inflicting damage against an enemy squad, it may move 3" away without granting the damaged squad an opportunity attack.
Lethal Accuracy	When dealing damage, deal 1 additional Direct Damage.
Ritual Keeper	Gain +3 to one Spell Roll before rolling the dice (once per game).
Chosen Trophy	Select an Enemy Squad within 10". If that enemy moves during their next Move Phase, this squad may Move up to 3" immediately after the target squad.
Body Slam	This squad may end it's movement on top of enemy models. Deal 1 Direct Damage and move that squad in the opposite direction of this movement.
Grand Guard	During your opponent's turn, after a friendly squad within 5" is damaged, you may choose to redirect all the damage to this squad instead. (Once per turn).
Tail Swing	Activate during your Starting Phase. Select an enemy squad with 10". Roll a D6. On a result of +5, that squad is crippled.

Passive	Effect
Murderous Sprint	Whenever this squad uses Rush during its Movement Phase, it rolls 3 additional dice instead. If it ends up within hand to hand combat from an enemy squad, the enemy squad is dealt D3 Direct Damage. This squad's movement stat is halved next turn (rounded down).
Bloodthirsty	The first time this squad deals damage that destroys an enemy squad, it becomes enraged for the rest of the game.
Inflict Terror	All enemy squads within 8" get -1 Strength.
Solid Tread	Whenever this squad uses Rush during its Movement Phase, results of 1 may be re-rolled once.
Gargantuan	Line of sight does not apply to this model when it's attacked.
Tyrant's Finesse	Whenever this target deals damage, add +2 to the damage.
Predator	This squad can attack in melee even if it has no items equipped using this model's Strength Stat.
Stealth	If this squad has not moved or attacked during it's controllers' last turn. It can't be target of enemy attacks, abilities, or spells.
Spine Display	All enemy squads within 3" get -1 Defense.
Fly	This squad can move ignoring terrain and units.
Regeneration	This squad can heal 1d6 hp during its controller's End Phase. This can only be done once per game.
Troll Reach	Whenever this squads attacks, add +3" to its attack.

Status Effects	Effect
Berserk	Target squad has one additional attack per weapon this turn.
Morrak's Curse	A Morrak Cursed squad cannot attack. Remove all Curse Counters during your next Starting Phase.
Crippled	Until your next Starting phase, target squad's Move stat is halved (rounded down). Remove the counter during your next Starting Phase.
Enraged	An enraged squad gets +1 Strength and +1" Move.

