

# Da Badmoon Rising

A strategy guide for Orcs in Blood Bowl's LRB6



(art by Niki Pancaldi)

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All digital animation taken from Blood Bowl Legendary Edition, Cyanide Studios

Orcs are one of the most widely played races in all of Blood Bowl. Probably because they come free in the box and they are much more interesting to play than the Human blokes. As an original 'cookie cutter' lineup they allow you to field a near perfect roster at 1,000,000 tournament value. Their advantages are obvious: cheap strength and toughness in spades. Eight positional players have access to strength and general skills making them easy to develop and juggernauts at mid tournament value.

Weaknesses are also obvious- average speed, lack of agility players and a nonexistent passing game. Additionally, in perpetual Match Making leagues they are severely outmatched by Chaos teams. Claw/Might Blow/Piling On turns your Orcs into AG3 Wood Elves. Claw is your enemy- and there really isn't a great way to fight it.

Throughout this guide I am going to acknowledge the popularity of the various perpetual matchmaking leagues that FUMMBL and Cyanide have created. These leagues allow teams to develop into 1750+ tournament values monsters rather easily. Additionally, I will offer advice on normal 8-10 person standard leagues that we all grew up playing on the Table Top edition- lead poisoning be damned.

Let's take a look at a few options for starting rosters.

## Starting Rosters:

First let's take a look at the most accepted and widely used starting Orc roster. It fits neatly into 1,000,000 tournament value offers the safety of 3 rerolls and all necessary positional players. This list is lacking a Troll- which I am a big fan of in an Orc lineup. However, it is consistent, safe, and a great list to take to a tournament or to start a short league.

## Standard Lineup:

Quantity	Player / Item	Cost
2	Linemen	100k
1	Thrower	70k
4	Black Orc	320k
4	Blitzers	320k
3	Rerolls	180k
Total		990k

### Standard Lineup with Troll:

Quantity	Player / Item	Cost
1	Lineman	50k
1	Thrower	70k
4	Black Orc	320k
4	Blitzers	320k
1	Troll	110k
2	Rerolls	120k
Total		990k

This lineup drops a lineman and a reroll for access to a Troll. Adding a Big Guy, with loner and stupidity while dropping a reroll makes this starting lineup considerably less reliable. However, any experienced coach knows how to mitigate the Trolls drawbacks while maximizing his strengths. This is an extremely potent lineup, one that I recommend - especially in online leagues. I will speak more to this later.

### Standard Lineup with Troll no Lineman:

Quantity	Player / Item	Cost
1	Goblin	40k
1	Thrower	70k
4	Black Orc	320k
4	Blitzers	320k
1	Troll	110k
2	Rerolls	120k
Total		980k

This is another variation of the Troll lineup. This time we drop the lineman in favor of the Goblin. I will go against the grain with this starting lineup and argue that goblins are not only beneficial to an Orc team- they are essential. They turn your team from a one dimensional bash team into a team with options. Sure Gobbos are squishy, sure they die, but they have access to agility skills, can be tossed for one turn touchdowns and can be uniquely developed. The above roster is the one I bring to tournaments and leagues.

As you can see there are multiple starting rosters that Orcs can field. All are reliable and formidable. Do you want to have one reliable route to victory: bash and cage, or do you want other flashy but riskier options? The choice is yours.

## Players and Development:

### 0-16 Lineorcs:

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Lineorc	50,000	5	3	3	9	None	G	ASP

Lineorcs are the exemplary lineman. They have the average stat line, but above average Armor. The Armor Value of 9 allows them to take beating after beating and keep getting back up for more. The resilience of the lineorc is commendable, but is it needed? What role does the Lineorc play that can't be better served by the Black Orc or Troll? With normal access to general skills you are relying on doubles (and the accompanied TV boost) to get Guard, Dodge or Mighty Blow. I personally would rather have the versatility of the goblin or an extra Thrower. This is not a popular view but one that I am confident in.

Admittedly they are fine players and if you want to field one or two lineorcs here is the skill progression I would follow:

#### Standard Lineorc Fodder:

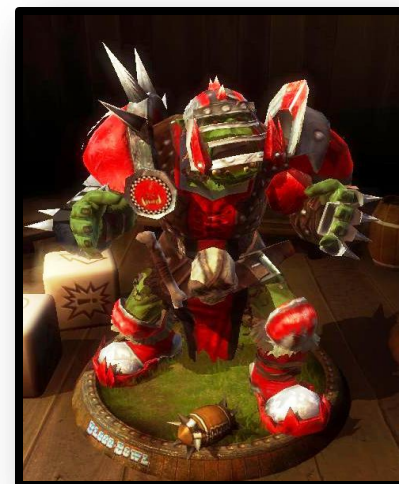
- General: Block, Tackle, **cut em'**
- Doubles: Guard
- Stats Increase: ST, AG

By level 4, if you have not Doubled up, or snagged at least one stat increase... cut em', trim the tournament value and start again. This will keep TV bloat down while giving more chances at 'star players'.

#### Lineorc Kicker:

- General: Kick, Block, Tackle, **cut em'**
- Doubles: Guard
- Stats Increase: ST, AG

Basically a lineorc with kick. Orcs can't take advantage of kick as well as other teams so I personally don't develop these players. But, if you like the idea of pinning people deep or kicking short and praying for a blitz then go for it.





## 0-2 Throwers:

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Thrower	70,000	5	3	3	8	Pass, Sure hands	G, P	AS

Let's get one thing straight, Orcs are not a passing team. They should not be developed as a passing team. With AG 3, a low MV and a deficiency in agility skills, Orcs are made for bashing and caging, not dodging and throwing. For this reason, Orc Throwers are often relegated to ball retrieval duty- or left off the roster all together. This is a mistake.

Orc Throwers should not be developed as passers in the elven sense, but they play essential role on an Orc team. With the way the Orc roster is laid out, it often comes down to choosing between a Lineorc or a Thrower for the last slot on the field- the Thrower is correct choice. For +20,000 TV you get -1 AV (but still a respectable 8) and two worthwhile skills in Sure Hands and Pass. Sure Hands is a nuffle send for AG 3 teams, and although Pass should not be used often, it opens up a different avenue of attack if your cage gets bogged down or you need to score quickly in a pinch. A developed Orc team should always field the maximum of two Throwers.

So how these should these Throwers be developed? The first thrower should be your primary ball carrier:

### Ball Carrying Thrower:

- General: Block, Dump off, Accurate, Nerves of Steel
- Doubles: Dodge, Sidestep
- Stats Increase: ST, AG, MV (later in development)



Obviously, the first skill chosen for the Thrower should be Block. A stat increase of AG or ST is the only deviation from this plan. Sitting a sure handed, blocking Orc inside a cage is tough for many undeveloped teams to deal with. Barring a double, or stat increase, I would suggest Dump Off next. This is an odd choice but one that I have found very effective- especially if you leave a goblin trailing your cage. I would go Accurate next over Nerves of Steel as both should give you the same end results after modifiers on the dump off, and Accurate has the bonus of letting you Pass the ball on non-Dump-Off attempts with greater consistency. On any double grab Dodge immediately. This is more for keeping him on his feet than dodging in and out of tackle zones. ST increases and AG increases are nuffle sends, take them and smile.

Skills I usually stay away from. Kick of Return- I honestly think this is a waste of tournament value- and you should have at least two players back on any kick off anyways. Fend is fine level 6 or above, as it will help keep your player on the pitch.

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The Dump Off explained... In general, an Orc cage should be hard to penetrate- but it will happen. When it does, you are stuck with your marked AG 3 Orcs scrambling to recover the spiky pigskin. Dump Off will often give your opponent fits. With a trailing Diving Catch Goblin, Dump Off is surprisingly effective, offering a +60% chance of completion with a team reroll. If you add in Accurate- you are over 80% with a reroll. You have to like those odds. The opponent has used its blitz, and your ball is safe to cage up again next turn. Dump Off is also optional, so weigh the chances of the blitzer knocking your Thrower over before using Dump Off. Hell, even if your dump off fails- odds are the ball was coming loose anyways. Again, I'm all about giving one dimensional teams more options- this is a great strategy when used correctly.

### Defensive Thrower (Thrower #2):

- General: Wrestle( Block), Strip Ball, Leader, (Kick)
- Doubles: Dodge, Guard
- Stats Increase: ST, AG, MV

Thrower #2 should be developed as the utility knife. I start with Wrestle over Block as I leave him back as a safety (albeit a slow one!) meant to pick off any overzealous runners looking to make a break from my Blitzers and Black Orcs. Next up is Strip Ball to help disrupt the opposing attack and free up the ball. Leader can be taken at any time during the skill progression, it depends on your team's development and how light you are on rerolls. Kick is also an option as this Thrower should be nowhere near the Line of Scrimmage.

On doubles, I would go with Guard first followed by Dodge.

All stat increases should be taken as they come up.

### 0-4 Black Orcs

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Black Orc	80,000	4	4	2	9	None	G, S	A,P

Black Orcs are the glue that holds the green team together. They are big, strong and difficult for non-claw opponents to remove from the pitch. With AG 2, they won't be scoring often- so their skill progression is fairly straightforward. You need to maximize their damage ability while keeping them on their feet and limiting turnovers.

### Standard Black Orc

- General: Block, Guard/ Mighty Blow, Stand Firm, Grab
- Doubles: Dodge
- Stats Increase: ST

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Some strategy sites suggest that Black Orcs first skill should be Guard. Guard is a GREAT skill and I understand that it increases your chances of throwing Two Dice blocks more often- but they are simply wrong. Block is the ONLY first skill choice for Black Orcs. Black Orcs need to be knocking people down in order to gain SPP. In low tournament value there are only a handful of teams you won't be throwing unassisted Two Dice blocks against anyways. Guard can wait. The only real debate is what skill to take next, Mighty Blow or Guard? In perpetual MM leagues, I think it's best to go with Mighty Blow. You will play more games and your third skill will come a lot faster than standard weekly leagues. In standard weekly leagues with a 10-12 game season I think Guard is the correct choice as it has a more direct impact on your team right away. Getting a Block/Guard Black Orc from 16 spp to 31 spp is going to take a lot longer than one season. If you are using a Troll (who's first general skill will always be guard) you can feel free to split the Black Orcs up 2 with Block/MB two with Block/Guard. After these three skills it's really preference. Stand Firm makes your line nearly impossible to budge and Grab can assist in surfing or keeping pesky players next to your line. I stay away from Piling On as I would rather have my Black Orcs on their feet.



Ignore Doubles until you get the Holy Trinity of Block/MB/Guard then look to Dodge to help keep your big Orc on his feet. I believe Diving Tackle should be avoided as it is wasted on your non mobile Black Orc... and again, I want to keep them upright.

For state increase take ST at any time. AG 3 is cute, but where are you dodging with your MV 4 Black Orc anyways? Just stay the course on Block/MB/Guard and be happy.

One more note- if you are pummeling your opponent and have a chance to score with Black Orc, waste a couple of turns trying to get the big oaf the ball... Those 3 SPP can really help.

## 0-4 Blitzers

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Blitzer	80,000	6	3	3	9	Block	G, S	A,P

The Orc Blitzer, the true star of the Orc team. Blitzers start with Block, are the fastest player on the Orc team and come with the rock hard 9 AV. On top of all this they have access to both general and strength skills allowing them become tailored to specific rolls. I like to make two Blitzer/Killers and two support Blitzers.

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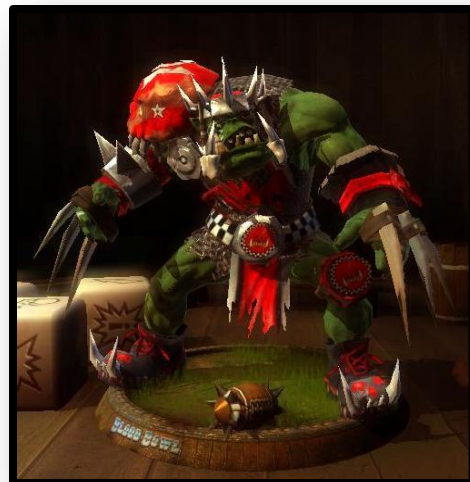
### Orc Killer Blitzzer

- General: Mighty Blow, Piling On, Tackle, Frenzy
- Doubles: Jump Up, Dodge
- Stats Increase: ST, AG, MV

I like to develop two Blitzzer Killers. The standard skill progression is Mighty Blow followed by Piling on. These players when coupled with your Black Orcs will be making Two Dice blocks on opposing players and hopefully removing them from the pitch. My third choice is Tackle, as nothing makes an Orc happier than squishing a dodgy little elf (especially the ones with mohawks that dance around in the woods). Frenzy is a popular late choice but I'm not a huge fan of Frenzy on ST 3 players as it leads to bad, bad situations.

On doubles, Jump Up works great with Piling On. Mighty Blow should always be the first choice on a killer. Dodge is helpful as the Killer will soon become a target for the opposition.

Stat Increases- ST and AG at any time during development. MV after MB/PO. On a roll of a ten I would consider Jump Up before +MV.



### Orc Support Blitzzer

- General: Guard, Tackle, Mighty Blow
- Doubles: Side Step, Diving Tackle, Dodge
- Stats Increase: ST, AG, MV

If I could blitz 4 times in a turn, I would make 4 killers- sadly I cannot. So that's where support Blitzzers come into the picture. Support Blitzzers pick up where your team is lacking. Are you lacking Guard with Black Orcs? Take Guard first. Are you facing a plethora of agility teams? Take Tackle. I usually start with Guard first, followed by Tackle and Might Blow. Guard is the key on these players and really helps you start pummeling the opponent.

Doubles should be taken immediately. This will allow you to specialize your Support Blitzzer from the beginning. I'm a big fan of Side Step/Diving Tackle or Stand Firm/Diving Tackle on Support Blitzzers.

Stat increases help you mold the Support Blitzzer to your liking. There is nothing wrong with making a MV 7 blitzzer a running back or a ST 4 Blitzzer your 5<sup>th</sup> Black Orc.



## 0-1 Troll

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Troll	110,000	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration,	S	APG

The Troll has caused more smashed keyboard than any other big guy in the game. Sure, other big guys have negative traits, but try tossing your star Goblin for the winning touchdown to have your Troll decide he looks like a tasty little twink. Even with the negatraits, Trolls play a vital role on the Orcs front line. They are big, the regenerate and have an AV of 9. Claws be damned, they are not going anywhere. A line of scrimmage with 4 Black Orcs and a Troll with Guard is a problem that few teams can deal with.

### Da Troll

- General: Guard, Break Tackle, Stand Firm, Grab
- Doubles: BLOCK, Dodge
- Stats Increase: ST

A Trolls skill progression is pretty simple. Guard first, then what ever makes you happiest next. I like Guard, Break Tackle, Stand Firm. Just as my Black Orcs, I like to keep the Troll on his feet so Piling On is not an option.

Doubles, take Block. Hell, even if you roll a 12- take block. This will make using your Troll considerably less frustrating and will turn him into a consistent asset to your team.



## 0-4 Goblins

Position	Price	MA	STR	AG	AV	Skills	Normal	Double
Goblin	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	A	GSP

As referenced above, I find that goblins play an essential role on the Orc team. They are the only player with general access to agility skills. They start with dodge, are dirt cheap and faster than 75% of your team. Of course, they are also weak and squishy. Furthermore, the sneaky little gitz are adept at running around the pitch and kicking prone gutter runners or witch elves. Don't underestimate how these agile little buggers can complement the other bashers on your team.

### Goblin Catcher:

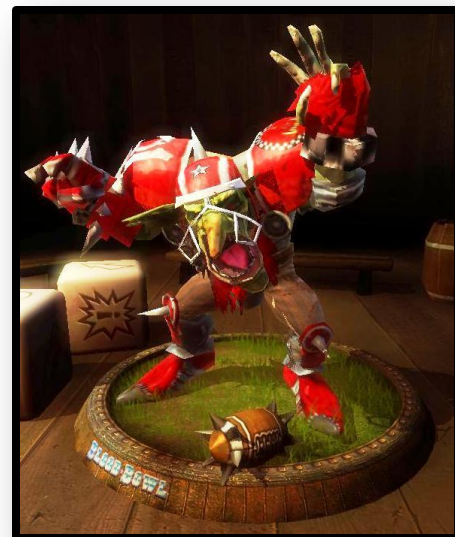
- General: Diving Catch, Catch, Side Step, **Cut Em'**
- Doubles: Block
- Stats Increase: ST, AG, MV

The main role of the Goblin Catcher is to trail the Dump Off Throwers cage. This allows him to be an excellent target for the Throwers Dump Off if the cage is penetrated and also allows him to break down the field if the cage becomes bogged down. An accurate throw to a Diving Catch Goblin with a team reroll has a 97% chance of success. Don't be scared to throw the ball! You should have plenty of rerolls to spare while playing Orcs so I suggest taking Diving Catch first and Catch second. Furthermore Diving Catch will allow the little bugger to dive around after the scattered pass from their trusty thrower...

On Doubles, Block is the way to go. Making a stunty blodgestep goblin can me a nightmare to any non tackler.

As for stat increases, AG 4 on a stunty player is absurd. It allows them to go anywhere they want, whenever they want, +MV after Diving Catch and ST if it presents itself.

There are obviously other builds for Goblins on Orc teams- Sidestep, Diving Tackle, Jump Up can be an annoyance- but I would rather not mark a player with an AV7 , stunty, 100,000 TV piece. Stick with the ball carrier or retrievers and keep the little guys safe.



## Offense:

Throughout this guide I have spoken generally about offensive strategies for moving the ball from one side of the pitch to the other. Nothing I say here will be earth shattering. On attack my preferred starting lineup is:

4x Black Orcs

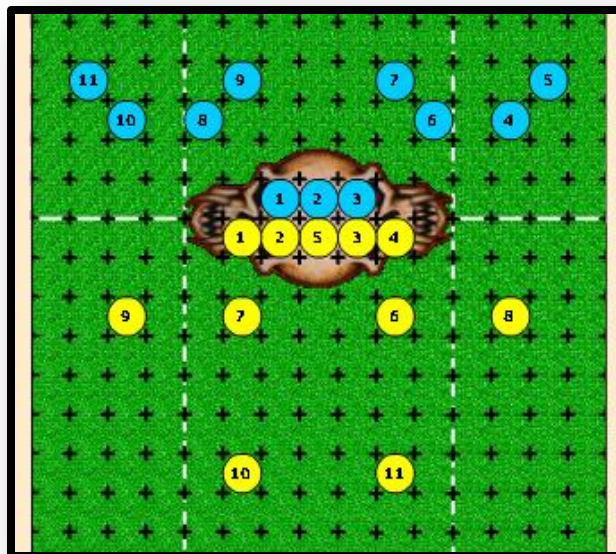
4X Blitzers

1X Troll

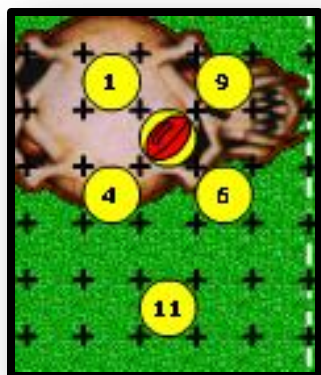
1x Thrower

1x Goblin

I will make my front line of 4x Black Orcs and the Troll. Splitting up the Guard Black Orcs to ensure Two Dice block down the line, and hopefully a Three Dice block for the Troll (always the last move of the turn!). I keep my Support Blitzers 2 squares in the flanks- this allows them to be moved up to support the Line of Scrimmage or fall back to cage up deep in my zone. My two killers will remain within blitzing range of one of the opposition's players, this will sometime leave him prone for a ripe kicking, but so be it- that's what the AV 9 is for. My thrower and goblin remain deep and will stay there until I can form a decent cage. I will happily sit back for 2-3 turns and bang with my Blitzers and Black Orcs until I progress the ball forward.



<input type="checkbox"/> 1	1	Black Orc	<input type="checkbox"/> 9	9	Support Blitzer
<input type="checkbox"/> 2	2	Black Orc	<input type="checkbox"/> 10	10	Dump Off Thrower
<input type="checkbox"/> 3	3	Black Orc	<input type="checkbox"/> 11	11	Goblin Diving Catch
<input type="checkbox"/> 4	4	Black Orc	<input type="checkbox"/> 12	12	
<input type="checkbox"/> 5	5	Troll	<input type="checkbox"/> 13	13	
<input type="checkbox"/> 6	6	Killer Blitzer	<input type="checkbox"/> 14	14	
<input type="checkbox"/> 7	7	Killer Blitzer	<input type="checkbox"/> 15	15	
<input type="checkbox"/> 8	8	Support Blitzer	<input type="checkbox"/> 16	16	



Once a cage is established- stay committed to it. Sometimes it's better to not move at all then try to force something that isn't there. Remember you have 8 turns to score-no need to panic. Let them make the mistake. Additionally, it's better to not score on your drive, than risk something that will leave you exposed and allows them to score on your drive. You don't want to be down 1-0 and kicking off to the opposition.

As the cage progresses down field, make sure you get at least one or two Black Orcs anchoring the corners. This will allow your more agile blitzers to be maneuvering down the field and pestering the opponent. A Blitzer down field is also a threat to score. This will make

the opposition mark them and pull attention away from the cage.

## Defense:

Defense varies greatly depending on what team you are playing against. I will give my general defensive strategy here then delve into specific matchups later.

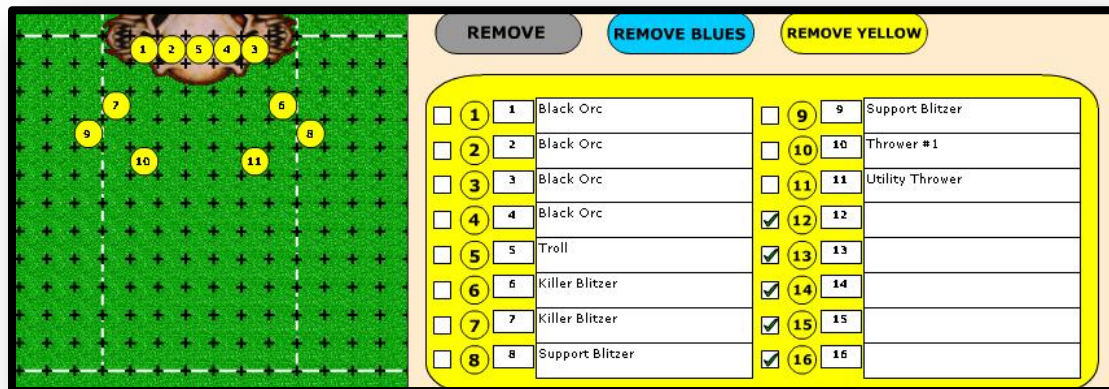
4x Black Orcs

4X Blitzers

1X Troll

2x Thrower

With my suggested lineup above there is not much leeway. The Black Orcs and the Troll hit the line and the Blitzers hold the flanks. The two throwers are set back from the fray hoping to pick up overzealous receivers or assist on a block in a pinch. You have to play conservative on defense with Orcs- they don't have the speed to adjust if something goes wrong. Against agility teams you have to understand they are going to score on you... so punish them. If an important player hits the pitch- kick him until the opponent scores. You want agility teams to score quickly or make a mistake because you are maiming their team.



Depending on what tournament value team you are playing, other bashy teams are easier to deal with. There are few- if any- teams that can consistently 2-1 grind a low tournament value Orc team. Mark their cage with Black Orcs- they will need to double up on the Black Orcs to get favorable dice. This will give you the number advantage in the long run. Let them burn rerolls on failed blocks and take advantage of any mistake. Do not over commit! Remember, even a Dwarf Runner is faster than the majority of your team!

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### Matchups:

Statistically- your worst matchups are Lizardmen, Skaven, Wood Elves, Chaos, Undead and Amazons all hovering around 35-37% win percentage. These are not terrible percentages, but make sure you play extra careful against these teams. Here is some advice for playing against some of these matches.

**Agility Teams:** Ok, these teams can score at will... don't believe me? Give an equal tournament value Wood Elf team to your little sister and she will score in two turns. You have to accept that and move on.. Make sure every hit counts (rerolls if need be- be greedy here) and kick ANYTHING with AG 4 that hits the ground. If it's a gutter runner, kick the warpstone out of it. If it's a Wood Elf kick the nuts out of its forest. You can easily win these matchups but you NEED to have the numbers advantage. A wood elf team without dancers and a Skaven team without runners cannot beat you. If this matchup is higher tournament value you will be in better shape as your tackle blitzers will be in full effect. Play for the 2-1 grind, i.e. make them score quickly then play the turn counter. Score on turn 8 and 15 or 16.

**Chaos:** At low tournament value is a cake walk... Their Warriors are slightly better than your Black Orcs but that's it. Goats are better than a Lineorc when they are blitzing, other than that, you have 4 blockers, and two sure handed throwers. Now when we get to about 1600 TV this matchup is a nightmare. Suddenly your Orcs become AG 3 Wood Elves. Claw annihilates your team. Your only hope is that they went overboard on the clawpomb strategy and neglected guard. If this is the case, LOAD the front line. Let them hit whoever they want but make sure it is a One Die block. They will burn through rerolls. If you outnumber them with Guard players you have a chance, but they will be removing players from the pitch, accept that and move on.

**Non-Claw Bashy Teams:** Stand and bang. Other than Lizardmen, there not other teams that are going to out hit you. It comes down to a war of attrition and rerolls. Make them burn rerolls while utilizing your high AV and ST skills. Again, go for the 1-0 or 2-1 grind.

Comments and feedback are welcome- thanks for reading.

Best,

Lord Abraxis coach of The Boston Bruisers

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