

Black Orcs

Experimental alternate warband rules by Daniel 'DJ' Wyre.

Special Rules

Animosity: Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with!

Black Orcs have little tolerance for such behaviour and will brutally put down any infighting that occurs.

Models subject to Animosity as per the rules in Da Mob Rules in Mordheim Annual 2002 and are repeated at the end of this document for convenience.

Let the goons do the work: Black Orcs rely on themselves to do the killing and do not ride mounts of any kind. Only normal Orcs may ride a boar or other such mount.

Da Boss is Dead!: If the Boss should be killed a Black Orc will always assume leadership of the warband before any other type, irrespective of relative experience. The replacement will automatically acquire the "Oi Behave!" skill.

I Dun Fink So!: Non-Black Orc henchman groups must re-roll Lad's Got Talent results. Only if the second roll is also Lad's Got Talent, will they be promoted.

Black Orc: Models with this rule are Black Orcs. They do not suffer from Animosity and gain a 6+ armour save which may be improved with other armour items. Models with this rule also *Hate* Chaos Dwarves and Hobgoblins.

Distasteful Company: Many Hired Swords refuse to work for Greenskins, as they know that they are just as likely to eat them as fight alongside them. Black Orcs may only hire the following Hired Swords: Pit Fighters, Ogre Bodyguards or Warlocks.

Choice of Warriors

A Black Orc warband must include a minimum of three models. You have 500 Gold Crowns with which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Black Orc Boss: Each Black Orc warband must have one Black Orc Boss.

Black Orc Big 'Uns: Your warband may include up to 3 Black Orcs.

Black Orc Boys: Any number of models may be Black Orc Boys.

Orc Boys: Any number of models may be Orc Boys.

Troll: You may include a single Troll in the warband.

Starting Experience

A **Black Orc Boss** starts with 20 experience.

Black Orc Big 'Uns start with 8 experience.

All **Henchmen** start with 0 experience.

Characteristic Increase

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	7	6	5	5	3	5	4	9
Orc	4	6	6	4	5	3	5	4	9

Black Orc Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Black Orc Boss	√	√		√	√	√
Black Orc Big 'Un	√			√	√	√

Black Orc equipment list

The following lists are used by Black Orc warbands to pick their equipment.

BLACK ORC LIST

Hand to hand combat weapons

Dagger	1 st free/2gc
Axe	5gc
Sword	10gc
Mace	3gc
Choppa	15gc
Spear	10gc
Halberd	10gc
Two-handed weapon	15gc

Missile weapons

Throwing Knives	15gc
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Armour*

Heavy Armour	25gc
Light Armour	10gc
Shield	5gc
Buckler	5gc
Helmet	10gc

HENCHMEN LIST

Hand to hand combat weapons

Dagger	1 st free/2gc
Axe	5gc
Sword	10gc
Mace	3gc
Choppa	15gc
Spear	10gc
Two-handed weapon	15gc

Missile weapons

Bow	10gc
Crossbow	25gc

Armour*

Light Armour	10gc
Shield	5gc
Helmet	10gc

*Armour prices listed are at warband creation only.
Subsequent purchases must be made as normal.

Black Orc special equipment

Choppa

15 gold crowns

Availability: Rare 9 (Rare 6 for Greenskins).

The ubiquitous Orc weapon. A brutal axe, cleaver or spiked mace a-top a stout handle makes it a far from subtle weapon. Few without the raw strength of an Orc can wield it effectively.

Range	Strength	Special Rules
Close Combat	As user +1	Heavy, Orkish

Heavy: A Choppa is tiring to use, so it's + 1 strength bonus only applies in the first turn of each hand-to-hand combat.

Orkish: Non-Orcs (including Goblins) have great difficulty wielding a choppa. Any such model does not gain the +1 strength bonus unless they have a base Strength of 4 or more.

Black Orc Special Skills

Black Orc Heroes may use the following Skill instead of the standard skill lists available to them.

proben warrior

This Black Orc is now a grizzled, hardened and grim fighter. His armour is like a second skin, and knows his shield like the back of his scarred hand.

This may only be taken by a model with the Black Orc special rule. This model does not suffer the movement penalty for wearing Heavy Armour and being equipped with a shield. In addition, he may use a shield to Parry in the same way as a buckler.

armed to da teef

This Black Orc has acquired an impressive array of weapons during his time. 'Da right fing for da right job.'

This may only be taken by a model with the Black Orc special rule.

The model may carry up to 4 hand-to-hand weapons instead of the usual 2.

'ard 'ead

The warrior has a thick skull even for an Orc. He has a special 3+ save on a D6 to avoid being *stunned*. If the save is made, treat a *stunned* result as *knocked down* instead. If the Orc also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal helmet special rule).

waaagh!

Orcs are aggressive creatures and some are experts at bulldozing charges. The warrior may add +D3" to his charge range.

'ere we go

Orcs often charge even the most fearsome opponents. The model may ignore Fear and Terror tests when charging.

da cunnin' plan

Only the Boss may have this skill. The warband may re-roll any failed Rout tests as long as the Boss is not *out of action*.

'eadbasher

Orcs have massive physical strength and some of them even learn to aim their blows at the heads of their opponents, with obvious results. Any *knocked down* results which the Orc causes in hand-to-hand count as *stunned* results instead.

Insert fluff/picture here.

Heroes

1 Black Orc Boss

90 gold crowns to hire

Amongst some of the toughest of the tough, a Black Orc Boss has fought in numerous battles and proven to the gods just how truly powerful they can become. Taking a warband is the start of their ambitions as they will seek victories to meld the Boyz into larger and larger warbands until they have a Horde at their beck and call.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	4	1	3	1	8

Weapons/Armour: A Black Orc Boss may be equipped with weapons and armour chosen from the Black Orc list.

SPECIAL RULES:

Leader, Black Orc

Oi Behave!: If any Henchman fails his Animosity test within 6" of the Boss, the player may opt to have the boss stamp his authority (and clenched fist) on the situation.

The misbehaving Henchman will receive an automatic hit at the strength of the Orc player's choosing. If the Henchman is still on his feet after his slap, he may add a number equal to the strength of the slap to his subsequent roll to determine the effects of Animosity.

E.g. The player decides that the Boss will hit a misbehaving Henchman with a S2 slap. If the slap fails to Knock Down, Stun or Out of Action the Henchman, then he adds +2 to the Animosity Effect roll.

0-3 Black Orc Big 'Uns

55 gold crowns to hire

In it for the mayhem, maybe even some loyalty to the Boss of the warband, these Black Orcs lead the charge at every turn, knowing that killing is only at arm's reach all the time and they don't care what the target is, some Imperial peasant, herd of Beastmen or even the Boyz in the warband. The Black Orcs just don't care.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	4	1	3	1	7

Weapons/Armour: A Black Orc Big 'Un may be equipped with weapons and armour chosen from the Black Orc list.

SPECIAL RULES

Black Orc.

Henchmen

Black Orc Boys

40 gold crowns to hire

A solid core of boys is key for any warband and these lads have followed the boss for the glory and the fighting.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	4	1	2	1	7

Weapons/Armour: Black Orc Boys may be equipped with weapons and armour chosen from the Black Orc list.

SPECIAL RULES

Black Orc.

Orc Boys

25 gold crowns to hire

Downtrodden, beaten, mostly treated with contempt, but where else will you get into the best fights and see the Black Orcs showing what they can do?

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	4	1	2	1	7

Weapons/Armour: Orc Boys may be equipped with weapons and armour chosen from the Henchmen list.

SPECIAL RULES

Animosity.

Henchmen cont.

O - 1 Troll

200 gold crowns to hire

Trolls are not intelligent enough to recognise the value of gold, but large amounts of food can often instil a certain loyalty in them. Black Orc Bosses like having Trolls in their bands because it's good to have someone who'll follow any order, no matter how stupid or suicidal.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	1	5	4	3	1	3	4

Weapons/Armour: Trolls do not require weapons to fight but often carry a big club. In any event, Trolls can never be given weapons or armour.

SPECIAL RULES

Fear, Stupidity, Large Target.

Regeneration: Trolls have a unique physiology that allows them to regenerate wounds. Whenever an enemy successfully inflicts a wound on a Troll roll a D6, on a result of 4 or more the wound is ignored and the Troll is unhurt. Trolls may not regenerate wounds caused by fire or fire-based magic. Trolls never roll for Injury after a battle, unless they were taken Out of Action by a Flaming weapon or spell. Then they roll after the battle as a normal Henchman.

Dumb Monster: A Troll is far too stupid to ever learn any new skills. Trolls do not gain experience.

Always Hungry: A Troll requires an upkeep cost. This upkeep represents the copious amounts of food that must be fed to the Troll in order to keep him loyal to the warband. The warband must pay 20 gold crowns after every game in order to keep the Troll. If a warband lacks the gold to pay the upkeep, the Boss has the option to let him count as 2 members, letting the Troll cost only 5 crowns. However this does effectively drop your maximum warband size down to 11 models).

Vomit Attack: Instead of his normal attacks, a Troll can regurgitate its highly corrosive digestive juices on an unfortunate hand-to-hand combat opponent. This is a single attack that automatically hits with a Strength of 5 and ignores armour saves.

Additional Notes and Rules

Designer's Notes:

My main reason for writing this set of rules is that while the original Black Orc warband was interesting, it seemed more like a restricted version of Da Mob Rules with Black Orc Heroes (well... three of them) than a Black Orc warband. Here I wanted to address this while still allowing a similar style of warband that the previous version enabled.

Primarily this meant removing the Young 'Un hero option, increasing the allowance of Black Orcs (re-named as Black Orc Big 'Uns) and adding a Black Orc Henchmen type. The single Orc Henchmen group should provide the freedom to do what you could with the Boys, Shootaz and Nuttaz though I admit that the flavour might be lost a bit. That said I always felt the Nuttaz were slightly out of place, better suited for a possible Savage Orc warband and the restriction on Shootaz/crossbows seemed unnecessary

Large portions of this document are taken from the original rules so credit where it's due.

Animosity: Orcs and Goblins enjoy nothing more than a good scrap, unfortunately they're not always very discerning about who they scrap with!

To represent this, at the start of the Orc player's turn, roll a D6 for each Henchman who is either an Orc or a Goblin. A roll of 1 means that the warrior has taken offense to something one of his mates has done or said. Do not roll for models that are engaged in hand-to-hand combat (they're already scrappin'!). To find out just how offended the model is, roll another D6 and consult the following chart to see what happens:

D6 Result

1 "I 'Erd Dat!" The warrior decides that the nearest friendly Orc or Goblin Henchman has insulted his lineage or personal hygiene and must pay the price! If there is a friendly Orc or Goblin Henchman or Hired Sword within charge reach (if there are multiple targets within reach, choose the one nearest to the mad model), the offended warrior will immediately charge and fight a round of hand-to-hand combat against the source of his ire. At the end of this round of combat, the models will immediately move 1" apart and no longer count as being in close combat (unless one of them fails another Animosity test and rolls this result again). If there are no friendly Orc or Goblin Henchmen or Hired Swords within charge reach, and the warrior is armed with a missile weapon, he immediately takes a shot at the nearest friendly Orc or Goblin Henchman or Hired Sword. If none of the above applies, or if the nearest friendly model is an Orc Hero, the warrior behaves as if a 2-5 had been rolled on this chart. In any case, the warrior in question may take no other action this turn, though he may defend himself if attacked in hand-to-hand combat.

2-5 "Wud Yoo Say?" The warrior is fairly certain he heard an offensive sound from the nearest friendly Orc or Goblin, but he's not quite sure. He spends the turn hurling insults at his mate. He may do nothing else this turn, though he may defend himself if attacked in hand-to-hand combat.

6. "I'll Show Yer!" The warrior imagines that his mates are laughing about him behind his back and calling him silly names. To show them up he decides that he'll be the first one to the scrap! This model must move as quickly as possible towards the nearest enemy model, charging into combat if possible. If there are no enemy models within sight, the Orc or Goblin warrior may make a normal move immediately. This move is in addition to his regular move in the Movement phase, so he may therefore move twice in a single turn if you wish. If the extra move takes the Orc or Goblin warrior within charge reach of an enemy model, the warrior must charge into close combat during his regular movement.