

AK KAZ 32 pt

ST	15
DX	9
IQ	8
MA	10



Orc

Heavy crossbow (3d)
Backup: 2-handed sword (3d-1)

None

AZGIRAK 32 pt

ST	15
DX	9
IQ	8
MA	10



Orc

Pike axe (2d+2)
Backup: morningstar (2d+1)

None

KHRESH the LOVELY 32 pt

ST	15
DX	9
IQ	8
MA	10



Orc

Battleaxe (3d)
Backup: 2-handed sword (3d-1)

None

ZOSKAD 32 pt

ST	15
DX	9
IQ	8
MA	10



Orc

Heavy crossbow (3d)
Backup: great hammer (2d+2)

None

VIKARZA 32 pt

ST	14
DX	10
IQ	8
MA	10



Orc

Morningstar (2d+1)
Backup: longbow (1d+2)

Main-gauche (stops 1 hit)

ZHORKAK 32 pt

ST	14
DX	10(9)
IQ	8
MA	10



Orc

Great hammer (2d+2)
Backup: light crossbow (2d)

Cloth armor (stops 1 hit)

KHADRASH 32 pt

ST	13
DX	11(9)
IQ	8
MA	10



Orc

Morningstar (2d+1)

Cloth armor (stops 1 hit)
Large shield (stops 2 hits)

WAZ the VILE 32 pt

ST	13
DX	11(9)
IQ	8
MA	8



Orc

Halberd (2d)
Backup: broadsword (2d)

Leather armor (stops 2 hits)

WORRIKKA 32 pt

ST	13
DX	11(8)
IQ	8
MA	6



Orc

Halberd (2d)
Backup: longbow (1d+2)

Chainmail (stops 3 hits)

FESTURG'G

32 pt

ST

12

DX

12 (11)

IQ

8

MA

10



Orc



Broadsword (2d)
Backup: javelin (1d-1)



Main-gauche (stops 1 hit)
Cloth armor (stops 1 hit)



T'VAVASH

32 pt

ST

12

DX

12

IQ

8

MA

10



Orc



Broadsword (2d)



Small shield (stops 1 hit)



NARZAD

32 pt

ST

12

DX

12 (9)

IQ

8

MA

8



Orc



Broadsword (2d)



Leather armor (stops 2 hits)
Large shield (stops 2 hits)



SNARCH

32 pt

ST

12

DX

12 (9)

IQ

8

MA

8



Orc



Broadsword (2d)



Leather armor (stops 2 hits)
Large shield (stops 2 hits)



HESH KROM

32 pt

ST

11

DX

13

IQ

8

MA

10



Orc



Shortsword (2d-1)
Backup: spear (1d)



Main-gauche
(stops 1 hit)



OLD KHADRASH

32 pt

ST

11

DX

13 (12)

IQ

8

MA

10



Orc



Shortsword (2d-1)



Cloth armor (stops 1 hit)
Small shield (stops 1 hit)



GHARNASH

32 pt

ST

11

DX

13 (11)

IQ

8

MA

8



Orc



Shortsword (2d-1)



Leather armor (stops 2 hits)
Small shield (stops 1 hit)



SHERDISH

32 pt

ST

11

DX

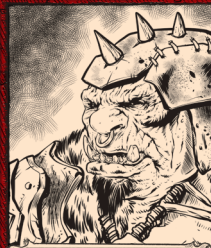
13 (10)

IQ

8

MA

6



Orc



Shortsword (2d-1)



Chainmail (stops 3 hits)
Small shield (stops 1 hit)



OLLIR the BITER

32 pt

ST

10

DX

14

IQ

8

MA

10



Orc



Saber (2d-2)



Small shield (stops 1 hit)



Orc Card Instructions

These are all 32-point fighters with legal combinations of weapons and armor. (All fighters who don't have a main-gauche are assumed to carry a dagger for emergencies.) You can use these characters as starting PCs, or as fairly tough opponents in a campaign game.

If you want less powerful characters as opponents in a campaign, discard all cards with ST 14 or higher, and subtract 2 from DX of all others.

For a quick two-player game, each player draws three cards. Teams enter at opposite sides of the arena. Fight till only one side is standing.

They are all optimized as starting fighters, so they have IQ 8. This will make them very vulnerable to illusions. In a *Wizard* game, increase IQs to 10.

Marking

The cards are coated. China markers, and most wet- and dry-erase markers, will come off cleanly – to mark off hits on the hexes at the bottom, for instance, or to record things on the back. But please experiment first to make sure *your* markers are erasable.

Credits

Graphic design by Ben Williams.

Character illustrations by Rick Hershey.

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Instructions Card

The Fantasy Trip™

Notes:

Character Card Back