

Orc Warrior Regular - Medium Model 46 Points	Orc Bruiser Regular - Medium Model 61 Points	Orc Hunter Regular - Medium Model 51 Points	Orc Sentry Regular - Medium Model 71 Points
5 MOV 5 ATT 3 MRK 4 DEF 3 IV 3 WP 3 ARM 5 EN 5 DAM Equipment Hand Weapon Light Armour Shield Perk Soldier Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health	4 MOV 5 ATT 3 MRK 3 DEF 4 IV 3 WP 4 ARM 4 EN 6 DAM Equipment Great Weapon Medium Armour Perk Fighter Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health	5 MOV 4 ATT 4 MRK 3 DEF 4 IV 3 WP 3 ARM 4 EN 5 DAM Equipment Two Hand Weapons Light Armour Longbow - Range: 16" - DAM: 4 Perk Ranger Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health	4 MOV 5 ATT 3 MRK 3 DEF 3 IV 3 WP 4 ARM 5 EN 6 DAM Equipment Polearm - Reach - Medium Armour Perk Soldier Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health
Orc Sentry Regular - Medium Model 71 Points	Orc Brave Veteran - Medium Model 68 Points	Orc Blooded Veteran - Medium Model 68 Points	Orc Berserker Veteran - Medium Model 68 Points
4 MOV 5 ATT 3 MRK 3 DEF 3 IV 3 WP 4 ARM 5 EN 6 DAM Equipment Polearm - Reach - Medium Armour Perk Soldier Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health	4 MOV 6 ATT 3 MRK 4 DEF 3 IV 4 WP 4 ARM 6 EN 5 DAM Equipment Hand Weapon Medium Armour Shield Perk Soldier Natural Born Killer Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health	4 MOV 6 ATT 3 MRK 3 DEF 4 IV 4 WP 4 ARM 5 EN 6 DAM Equipment Great Weapon Medium Armour Perk Fighter Natural Born Killer Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health	4 MOV 7 ATT 3 MRK 3 DEF 4 IV 4 WP 4 ARM 5 EN 5 DAM Equipment Two Hand Weapons Medium Armour Thrown Weapons - Range: 6" - DAM: 5 Perk Fighter Natural Born Killer Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. Health

Orc Shaman 68 Points Veteran - Medium Model 5 MOV Equipment Great Weapon Medium Armour 4 ATT Perk Mage Lightning Reflexes 3 DEF Ability Too Stubborn to Die - When EN is reduced to zero, Orcs still remain in play until the end of the Turn. 5 WP Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. 6 DAM Health
