Pig Faced Orcs

Pig Faced Orcs once enjoyed fame and supremacy over all other Orc types across the entire Known World. Happily looting and pillaging villages and living in dungeons in the employ of all the greatest sorcerers. After a mysterious cataclysm lost to history all that is left is a rag-tag, fugitive battalion of tribal packs, mercenary bands and the occasional isolated fortress. Pig Faced Orcs are ruthless in seeking to reclaim their former glory.

Special Provisions

1. Pig Faced Orc Crossbowmen may be provided with chainmail armour.

2. Pig Faced Orc Bowmen and Crossbowmen must be bought bows or crossbows at additional cost.

3. Orclings may only be used in conjunction with an Orcwife. Orclings without an Orcwife will run off the table, defending themselves only if attacked.

Special Rules

1. Pig Faced Orcs suffer from animosity towards all Goblins and Orcs.

Pig Faced Orc Characters - Heroes and Shamans

Each Pig Faced Orc Regiment must have a Regimental leader. Unless he is also a Pig Faced Orc champion his profile will be normal for his type – Guard or Warrior. Generate Leadership Factor by rolling 1D4. Each Pig Faced Orc Regiment may have a Regimental Champion – who may also be the Leader if you wish. Regimental Champions have the same profile as Minor Pig Faced Orc Heroes.

Each Pig Faced Orc Battalion will have 1 Pig Faced Orc hero to lead it. He may attach himself to a Regiment and be their leader or he may act as an independent character. Points cost includes a sword but no other equipment. There are two kinds of hero available, with the characteristics given below. The play may decide which kind of Hero he wants and pays the points indicated.

Each Pig Faced Orc Battallion may include a Pig Faced Orc Shaman. Pig Faced Orcs are not naturally competent wizards but can master a few simple spells with which to impress their fellows. Choose one of the two grades of Shaman available. These may act as normal Wizards – the points cost includes a sword and personal talisman usually a piece of jewelry such as a necklace, bangle or brooch.

Generate the number of spells as follows:

- 1D4 Spells at each Level Lower than Mastery.
- 1D2 Spells at the Mastery Level.

Choose which spells you wish to use. You automatically have enough Talismans to cast each spell up to 3 times.

Orc shamans are a bit incompetent and so always add 1 to their Fumble on every spell – giving them an automatic chance of fumble on every spell, so always remember to roll.

These Rules are for use with Warhammer Fantasy Battles (1st Edition) available from Games Workshop Mail Order, Trolls, Ebay. Pig Faced Orc miniatures are available from Otherworld Miniatures: http://www.otherworld.me.uk