



SCOURGE

Orc, Goblin

Orcs and Goblins are the scourge of civilisation. They raid ceaselessly from their crude fortifications, most commonly warring amongst themselves, culling the weak and revering the strong. Inevitably, a Greenskin warlord will eventually arise from these internecine skirmishes and bind the neighbouring tribes under one banner. Then the drums of war sound, and the green tide swells once more, ready to wash over every village and town in its path, leaving nothing but blood and ruin in its wake.

Orcs are nasty, brutal, belligerent, and almost immune to pain. They have muscular, hulking bodies, wide, powerful shoulders, and won't let a little thing like a lost arm get in the way of a good scrap. They are built for fighting and like nothing more than doing so. When they have no enemies to fight, they take on rival groups of Greenskins. If there is no rival group, they will fight among themselves.

Though not as numerous as Goblins, they are bigger and tougher, and they let them know it at every opportunity. Orcs can grow to prodigious size, with larger Orcs stronger, tougher, and more aggressive, and therefore accorded more prestige: for might equals right in their warlike society. Some Orcs ride huge boars into battle, a sight that rarely fails to terrify.

SCOURGE ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+		+	+	✗				☠	🛡

Career Path

+ Ravager—Brass 1

Skills: Athletics, Climb, Cool, Consume Alcohol, Dodge, Endurance, Melee (Choppa), Outdoor Survival

Talents: Dirty Fighting, Iron Jaw, Sturdy, Very Resilient

Trappings: Choppa, Violent Demeanor

✗ Scourge—Brass 3

Skills: Intimidate, Set Trap, Stealth, Track, Ranged (Bow), Ride

Talents: Menacing, Strike Mighty Blow, Warrior Born, Very Strong

Trappings: Patchwork Mail Armor or Gran' Choppa, Growing Sense of Superiority.

☠ Scourge Bigboss—Silver 2

Skills: Animal Handling, Animal Training, Leadership, Navigation

Talents: Berserk Charge, Big'un (orc), Cold-blooded (goblin), Commanding Presence, Hardy

Trappings: Gang of subjugated greenskins, Trained Giant Boar, Wolf or Wyvern mount.

🛡 Scourge Warboss—Gold 1

Skills: Lore (Greenskin), Perception

Talents: Implacable, Robust, Waaagh!, War Leader

Trappings: Greenkin Horde at your command, Unfettered Bloodlust, Favor of Gork and Mork.

Big'un

Max: 1

Increase the size category of this Greenskin by 1.

Cold-blooded

Max: 1

The character may reverse the units dice on all failed Willpower tests if this will score a Success.

Waaagh!

Max: Strength Bonus

A gathering of Orcs generates a psychic field known as the Waaagh!, which allows Orcs to instinctively recognize who is "bigga" and therefore in charge. "Waaagh!", which is a guttural slang for the word "War!", is an almighty phenomenon, an almost spiritual calling to war that fills every Greenskin with frenetic energy. Once per Combat Encounter, the greenskin who calls on the Waaagh! instantly gains a number of *Advantage* equal to their rank in this talent and is *immune to Psychology*; as does any Greenskin within Willpower yards who answers the call to war.



New Melee Weapons: Exotic

Weapon	Price	Enc	Avail	Reach	Damage	Qualities
*Choppa	1GC	2	Common	Medium	SB+5	Hack
*Gran' Choppa	3GC	4	Common	Long	SB+6	Hack, Impact, Tiring

* In the hands of a non-Greenskin add the Imprecise quality