

Orchi e Goblin

About the Orcs and Goblin:

“I go with the warriors behind the wood and from that point I will charge the human crossbow. You attack them. Remind, until you have troop you must charge, if not....” Attributed to a Orc War Chief before to found him and his unit with a side under fire.

“Human, if you see my eyes red means my ten brothers aren't here!” Typical goblins lament when they aren't in numeric superiority.

Introduction

Do you love an army what combine strength, numbers and has a little of unreliability? Good, the greenskins are here for you.

Orcs and goblin from the great lands.

They live practically everywhere, sometimes they build big army what are destroyed from the more ciivlized people, but not ever.

Orcs and Goblin Army (Free Army composition until a VD= 18/9)

Number	Type	M	VBU	I	VD	Special notes
0 - 1	CPV	7	4	2	3	<i>Wyvern</i> (Terror and Fly) – Orc shaman
0 - 1	CP(*)	7	8	4	3	<i>Orc Wildboar riders veterans</i> – Brutal Charge – Undisciplined
0 - 2	CP	7	7	4	3	<i>Orc Wildboar riders</i> – Brutal Charge – Undisciplined
2 - 4	FP	5	4	2	2	<i>Orcs Infantry</i> – Brutal Charge – Undisciplined
0 - 2	FP(*)	5	5	2	3	<i>Black Orcs</i> – Brutal Charge – Fear – Undisciplined
0 - 2	Art	2	3	0	2	Orcs Artillery class C
1 - 6	FL	6	3	1	1	<i>Goblin</i> – Undisciplined
1 - 3	T	5	3	0	1	<i>Goblin</i> – Undisciplined – Short bow type B
1 - 3	CL	10	4	2	2	<i>Goblin wolf riders</i> – Undisciplined - Short bow type B
0 - 1	FP	6	4	1	3	<i>Troll</i> – Fear – Rigereneration – Slow minds

Options and new rules:

A player has to his disposition the three following characters to add to his troops:

Orc King: CAN BE USED ONLY IN BIG BIF BATTLE OF AT LEAST 36VD FOR SIDE. If he's present he became the General of all the horde. He can be up field in any unity of HI or HC composed by Orcs. The Unit VBU is increased of +2. His presence annuls the effects of the Indiscipline rule for the unity where's he and allows to re-roll the die for the whole other units within 10U from him. The 10 Units are measured from any angle of the unity where's the the Orc King. The two units must have a clear line of sight. Must not be present between the two units any kind of obstacles. He can't leave the unit where's for all the game. The VD of the unity is increased of +2.

Goblin Shaman: he can be added to any unity of Goblin, infantry or horse. He's able to delete every magical hit the unit where's him suffer with a roll of 6+. He can also launch a single magic attack from the front line of the unit until 10 Units of range, this attack hit with a 5 +. In addition to this the first time his unit charge an enemy the VBU is increased of +1. This increase isn't take in account for the rolls for to determine losses. They Goblin Shaman add +1 at the unit VD.

Orc War Chief: he can be lined up only among the Orcs HI and Orcs HC.. The VBU of the unit is increased of +1 for all the game. His presence annuls the effects of the Indiscipline rule for the unit where's he. In addition to this he allows to re-roll the dices for the whole other units within 10U from his. The 10 Units are measured from any angle of the unity where's the the Orc War Chief. The two units must have a clear line of sight. Must not be present between the two units any kind of obstacles. He can't leave the unit where's for all the game. The Orc War Chief is the General during normal games and his presence add +1 at the unit VD.

Orcs and Goblin can use the following special rules.

Orc Shaman: this wizard is ever found riding a Wyvern on a battlefield. He can throw two magic attack what hit with a +5 on the dices rolls. The range for the attack is 10 Units. This attacks can be done only if the Shaman moves no more than half of his Movement and the target must be in the frontal arc of vision. The Orc Shaman can dispel the attacks that have him like target with a roll of 6+, one roll for hit. His presence add +1 at the Wyvern VD.

Brutal Charge: the unit gains a +1 to his Impetus value. Even if it has just lost it due to the losses.

Terror: an unit that wants to charge or is charged by a monster/unit that cause Terror must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -2 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of his ability to fight effectively.

Fear: an unit that wants to charge or is charged by a monster/unit that cause Terror must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -1 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of his ability to fight effectively.

Regeneration: an unit with this talent, immediately after it has suffered losses can throws a die for every hit to sign. With 6 + the damage is ignored. This ability doesn't woks against attacks of magic origin or from special attacks coming from Priests or Paladins or Magician.

Slow minds: at the beginning of his own turn the player must throw 1d6 for every Slow Minds unit. With a result of 4+ the unit can be moved like the player wants. With a 2 or 3 it advances toward the

nearest enemy in straight line and if it crosses friendly troops it disorganizes them unless they are Light Cavalry or Light Infantry. With a 1 the unit doesn't move and look around stupidly.

Fly: the Movement value in the sheet is for the movement on earth. When the unit is air this value double and is supposed that the unit is able to pass over any features. Like houses, units and so on. If the unit want to land it must use $\frac{1}{4}$ of his terrestrial movement (rounded up) and to have in front of her the some amount of space free from anything. An aerial unit can turn if it has moved at least $\frac{1}{2}$ of the normal movement in a straight way. After this it can turn until 45° if it's a heavy unit or 90° if it's a light unit. The center of the frontal side is the point around the which the unit turn. An unit can turn and land and arrive in charge, note that it can't use the d6 for the bonus movement. An aerial unit add 5 Units of movement to his range when it shot a target on earth. If it's taken like target from an enemy on earth , this one must add 10 Units of movement at the distance on the their bases. An aerial unit can shot with 360° of line of sight, only if it doesn't move more than his normal Movement on earth. The attack can happen in any point of the movement.

When two or more, flying units are in contact (it isn't possible to use the d6 for the charge bonus movement), the units will stay in the some point until one of them is destroyed (VBU=0). This rule, very childish, want to represent the units flying around themselves fighting.

Undisciplined: the unity must throw a d6 to the beginning of his own turn and to compare the result with the following charts:

Orcs charts	
1 - 2 - 3 - 4	The unit is under the player control for the turn.
5	A brawl bursts inside the unit. Roll a d6l. If it goes out a 6 you have lost a point VBU for the whole game. Any case the unit doesn't moves the whole turn and it doesn't use throwing weapons, unless it has been subject of hostile fire in the last enemy turn.
6	The Unit goes on versus the more visible enemy unit.

Goblin charts	
1 - 2 - 3 - 4	The unit is under the player control for the turn.
5	The unit retreat, giving the front at the enemy, for this turn.
6	The unit doesn't moves for the all turn and use any available shooting weapons if it can.

TROLL BASES

The Troll Unit can be created having a front and side dimension equal to 5 Unit of movement.