

### Orc Warrior

HP		15					
Melee			Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
5	3D	H+2				10	-1
#1	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
#2	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
#3	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
	-2 Atk						
	-1 TN						
	-1 Move						

Axe

### Orc Champion

HP		19					
Melee			Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
5	3D+1	H+L+2				11	-2
#1	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
	-2 Atk						
	-1 TN						
	-1 Move						

Great Axe

### Orc Archer

HP		15					
Melee			Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
5	3D-1	H+1	2D+1	H+2	15	10	-1
#1	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
#2	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
#3	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
	-2 Atk						
	-1 TN						
	-1 Move						

Bow, Axe

#### Background

Orcs were created by the wizards of Aghamon as the perfect slave: stronger than humans but also with less intelligence and will. The enhanced metabolism improved their muscles, teeth, hands: as a side effect, their hunger was also greatly improved, and their lifespan was reduced to 30 years maximum.

To make them immediately recognizable, the wizard turned their leather-like skin into a dark green color; the less dumb orcs use tattoos and piercings to create an individual status.

Orcs were utilized for the most dangerous and heavy works: mining, masonry, rowers on the galleys and of course as first line soldiers.

When the red plague stoke Aghamon, hundred of thousands orcs died in the first weeks, but some of them, the strongest one, were able to survive and created their first tribal communities.

#### Enemy Group

If RL is 2 use Table I

If RL is 3 Roll 1d6: (1-2) Table I (3-5) Table II (6) Table III

If RL is 4 Roll 1d6: (1-4) Table II (5-6) Table III

#### Class A Encounter

Roll 1d6 and apply Warband modifier

##### Table I

- (0): Orc Warrior
- (1): Plague Wolf
- (2): Plague Wolf (x2)
- (3-4): Orc Warrior (x2)
- (5-6): Orc Warrior, Orc Archer, Orc Champion
- (6) Orc Warrior (x2), Orc Champion
- (7+): Orc Warrior, Ogre

##### Table II

- (0): Plague Wolf
- (1): Plague Wolf (x2)
- (2): Orc Warrior, Orc Archer
- (3-4): Orc Warrior, Orc Archer, Plague Wolf
- (5): Orc Warrior (x2), Orc Champion, Orc Archer
- (6): Ogre, Orc Warrior, Orc Archer, Plague Wolf
- (7+): Ogre, Orc Champion, Orc Archer (x2)

##### Table III

- (0): Plague Wolf
- (1): Wolf Rider, Plague Wolf
- (2): Orc Warrior, Orc Archer
- (3): Orc Warrior, Orc Archer, Wolf Rider
- (4): Orc Warrior, Orc Archer, Plague Wolf
- (5): Orc Warrior (x2), Orc Champion, Orc Archer
- (6): Ogre, Orc Warrior, Orc Archer, Wolf Rider
- (7+): Ogre, Orc Champion, Orc Archer (x2)

### Ogre

HP		26					
Melee			Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
4	3D+2	H+L				12	-1
#1	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
	-2 Atk						
	-1 TN						
	-1 Move						

Giant Spiked Club

**Special attack: Whirlwind.** If the attack is successful, the Ogre will execute an additional attack with a -2 DRM against every other PC adjacent to him.

### Plague Wolf

HP		14					
Melee			Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
9	3D+1	Lx2+1				10	
#1	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
#2	○○○○○	○○○○○	○○○○○	○○○○○	○○○○○		
	-2 Atk						
	-1 TN						
	-1 Move						

Great Axe

**Special attack: Charge.** When a Plague Wolf Engages a PC, the PC must immediately undergo a DEX(9) skill check; failure of this check will cause the PC to become Prone (Prone effects are applied to the first attack)

### Wolf Rider

HP		16					
Melee			Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
5*	3D	H+1				10	-1

Melee

Plague Wolf	Move	Ride	Attack	DMG	TN	DR
	9	8	3D+1	Lx2	10	

#1 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

mount ●●●●●● ●●●●●● ●●●●●● ●●●●●●

#2 ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

mount ●●●●●● ●●●●●● ●●●●●● ●●●●●●

-2 Atk  
-1 TN  
-1 Move (-2 Move)

-1 Atk (-1 Move)

**Shove.** If the Special Dice is a '6', the target of the attack must immediately undergo a DEX(9) skill check; failure of this check will cause the character to become Prone. Only applies to newly engaged targets (i.e. after Move).

**Bite.** If the Special Dice is a '1', execute an additional attack with the Plague Wolf.

Rider	(1-4)
Mount	(5-6)

Axe

\*When Dismounted