**Orcs**



Special Rule: Overwhelm

When attacking, each Orc army block (not Chaos blocks or allies) that was full-strength at the start of the present round of combat gets a “+” added to its Combat (i.e. a Goblin unit that attacks at C1 becomes C+1).  This does not affect Shaklas because they are already A+ and B+.

Signature Unit: Troll

At the end of each round of combat, each Troll block that was reduced one or more steps, but not destroyed, rolls a die: on a roll of 5+ the block regains one step (roll this die prior to rolling for morale).

Spells

* **Fireball (1)**: cast 4d6 @ F2. No targeting.
* **Troll-Tracks (1)**: one friendly unit Wizard’s hex may move like an Amphibian. Cast only in Movement Phase.
* **Panic (1)**: roll 1d6.
	+ 1-4: Retreat one enemy unit (caster’s choice).
	+ 5-6: No effect.
* **Fire Arrow (2)**: cast 3d6 @ F3. Targeting allowed.
* **Swarm (2)**: all friendly units in Wizard’s hex fire *immediately* instead of on their normal turn.
* **Flame-Strike (3)**: cast 8d6 @ F2. No targeting.