

BLACK LANDS ORKS

Codex V.3.5

08/12/2018

Three Plains

Written and drawn by David Scholes and edited by Thomas Grant and Tristan Skyies



Produced by Epic Wargaming.com 15/06/2016



© I David L Scholes the original author and illustrator of the Rules for Three Plains and all its other materials and all other persons who contributed to the game give full permission to share, copy and alter the game as the user wishes. However, as this is a free gaming system for anyone to print out and play for free, this game may not be sold by anyone other than me (David L Scholes). People who contributed art, rules, concepts or any related material to the game, should also understand that by doing so, their contribution will also be opened to being shared and copied for free or can be altered as the user wishes.

Content

Content	ii
The Orcs of Black Lands.....	1
The Race of Orcs.....	1
The Black Lands	3
Her Great Darkness, Mother to all Black Land Orcs	3
Orc Caravans	4
Black Land Orcs' Great Stories	5
The Great Green Purge.....	5
The Rise of Gressle the Truly Terrible.....	6
The First Blue Mother.....	12
Black Lands Orcs Army Layout	14
Points.....	14
Army Sizes	14
Army Special Allowances (■▼◆★).....	14
Putting an Army Together.....	15
Number of Players & Allies	15
Hiring Mercenaries from the Mercenaries of Many Army List	15
Black Lands Orcs Special Rules	16
Black Land Orcs Deviancy Rating.....	16
Green Magic Allowances	16
Orc Savagery! (DC)	16
Bravery	18
Family Love (DC)	18
Immune to Magic	18
(Blue Orcs Only).....	18
Metal & More Metal	19
Saw Blades.....	19

Black Lands Orc Characters	20
Iron Maidens	20
Hags.....	24
Orc Bulls	26
Blue Orc Nutters.....	28
The Runt	30
Black Land Orc Units	31
Orc Grunts	31
Grunt Bowmun	32
Grunt Slingers.....	33
Orc Retches	35
Blue Orcs	37
Blue Grunt Slingers.....	39
Orc Saws	41
Beasts of the Black Lands	43
Zags & War Torn Zag Steeds	43
Tabers and their Piper	45
Giant Wolf Spiders and their Orc Masters.....	48
Black Land Trolls.....	51
Carnages.....	53
Black Land Orc War Machines.....	57
Orc Chariots.....	57
Saw Iron Hides.....	59
Iron Towers	61
Black Lands Orcs Quick Stats List.....	66
Black Land Orcs Quick Point List.....	68
Check if the Orc Codex is Up To Date	69
Thank you for Reading	70
Credits	71

The Orcs of Black Lands

The Race of Orcs

Ancient Elf writings tell of a race that raised itself from out of the mire. These green abominations soon infested the lands, only to foul them wherever they appeared with blood and slaughter.

The green vermin showed no regard or respect for the oldest races, such as the Elves and the Dwarves.

Before the Orcs came, some even believed and hailed the ancient ones to be Gods. All that would come crashing down as soon as this new menace challenged their supremacy.

These green upstarts were even directly responsible for knocking the so called gods off their pedestal, and forever ending their Golden Age!

As the Elves and Dwarves fell in battle at the hands of this new green menace, the rest of the new races saw that their Gods were in fact mortals just like them.

One by one the new races denounced their masters and left their sides forever to follow their own path, which enraged the ancient Elves.

The sackers of the Elf's and Dwarf's Golden Age had gone by many curses, but it was the slur of 'ORC', which these vile creatures became known by all.

In old Dwarfish 'Orc' means 'Vandal'. Far from being seen as an insult, the green skins embraced this new title with pride, as it embodied their very essence.

The average Orc has a long thick trunk, short legs and stands nearly as tall as a human. They have a green muscular body, held upright by thick strong bones, which altogether makes for a remarkably robust body. In fact, Orcs have been known to take up to five arrows before falling in battle.

The Orc's resilience to starvation is also worth



noting, as they can easily go for days without even feeling the need to eat. This quality even saved them from being totally exterminated long ago.

When Orcs do eventually feed, they are not fussy eaters at all. They will quite happily devour raw flesh, bones and most forms of rubbish, even animal waste... When pickings are especially slim, they will devour their slaves and if need be, they will even turn on each other in the end.

Indeed, the average Orc has a strong body, savage killer instincts and a slow metabolism, making them good, strong and hardy foot soldiers, both on and off the battlefield.

On the other hand, the common Orc has a simple wit. They struggle with the finer points of language and most of the other basic mental tasks that the other races of 'Many' take for granted.

Luckily for these dim-witted creatures they have very intelligent and devious Mothers, known as 'Iron Maidens', who lead their broods into battle.

These cunning females more than make up for their male subordinates' lack of intelligence, and have even been known to outwit the odd Elf General in battle.

In Orc society, simple that it is, the Orc Females, also known as Snortmaidens, are highly regarded and are the unquestionable rulers of their kind.

Snortmaidens are nowhere near as numerous as male Orcs. For every one thousand Orc males born, there is only one Snortmaiden birthed. However a single Snortmaiden can easily birth tens of thousands of Orc Grunts and Bulls in her lifetime, who are all loyal to their Ma.

Snortmaidens are constantly pregnant, having a litter of roughly a hundred every week. When born, an Orc is only the size of your fist, but grows extremely quickly becoming an adult after only two high moons.

When the little Ritches grow up, the greatest of all of them fight and kill each other for the right to sire the

next generation's batch. These Orcs are not your average green skins. They are known as Bulls and they are much bigger, stronger and tougher than a normal Orc Grunt is.

Some Bulls grow so large that they are similar looking to Ogres in stature and size. They have even been known to pick on and kill Ogres and bring their heads to a Snortmaiden, as a trophy to prove their worth as a mate.

As simple as Orc Bulls or Grunt's thoughts are, there is one thing they love to occupy themselves with, and that is battle.

Orcs often dream of savagely killing an opponent in combat with their bare hands to prove themselves worthy of their caravan.

So when Orcs march to war, they are never happier! They will ecstatically sing and even dance with the thought of cutting and hacking their foes to pieces on the battlefield.

Orcs will even feast upon their enemies' carcasses after a battle. They don't do this because they are hungry, but because they believe it is the ultimate way of insulting an enemy and stealing their power.

Orc warfare favours fighting on foot, as they are too stout to mount themselves on most steeds. Instead, they use heavy iron chariots in war, to devastating effect.

Orcs are a cruel and a very ruthless race; a life of pain and misery is the only fate a captured Orc Prisoner can expect. They will either become a slave, or are kept as livestock for consumption.

It really is better for a warrior fighting against the Orcs to die in battle or fall on their own swords, rather than being captured by the green skins.

Orcs largely depend on their slaves to build their war machines or any other more complex devices they may need. Although, forced labour does come at a price. Orcs war machines can suffer from sabotage. The culprits are their ill treated slaves, who are just

trying to find any way to rebel against their harsh green overlords.

The Black Lands

There is a far off land, where few would want to call home, where anything green struggles to grow and the sun rarely shines through blackened skies.

These grey desolate lands are known by all as the Black Lands, but surprisingly there is a race that thrives in these barren wastes, and they are the Orcs of the Black Lands.

Not only do the Orcs thrive there, but they even call the Black Lands 'Her Darkness' who they think of as their Great Black Mother. They have even made her their god, and only prey to her.

Within these black wastes they have forged a mighty nomadic empire of great caravans out of nothing other than rocks, dust and oh yes; the blood of slaves.

Many would ask how it is possible that the Orcs have forged an empire out of nothing more than rocks and dust. Well, they have done so on the backs of other races that live on the rim of the Black Lands, who the Orcs constantly raid and enslave.

More recently, in the last few hundred high moons the Orcs have been pushing past their traditional borders into other distant lands, even at times threatening the Dwarves of the Karraff Mountains.

The Orcs could push out from the Black Lands, but thankfully, no matter how far they go, they always return to Their Great Dark Mother in the end.

Her Great Darkness, Mother to all Black Land Orcs

Before the Orcs lived in the Black Lands, they were godless foul nomadic marauders, who only brought misery to this world.

The Old Powers would not let them overrun their world. Therefore, they made total war against the green menace, to wipe them off the face of Many once and for all!

After many high moons of bloody and unforgiving war, the Old Powers finally prevailed over the Orcs, and were now seeking their total annihilation!

This is when Her Great Darkness first came to Iron Maiden Crellour the Stubborn in a dream on the brink of the Orcs' extinction.

In Crellour's hazy dream of the Dark Lady, the spirit offered her a way to save her kind from destruction.

Her Darkness instructed Crellour one of the last surviving Iron Maidens to flee to the Black Lands. The Old Powers would follow them, but Her Darkness promised that she would protect them from their pursuers.

Crellour was desperate and out of options now, so she did as her vision commanded. She sent word to all the other surviving green skins to follow her and began her march into the Black Lands.

Those Iron Maidens who did not heed her call to follow her into the Black Lands, all perished at the Hands of the Old Powers.

Hot on their heels the Old Powers followed the few remaining Orcs into the Black Lands. They were so close to finally exterminating the green menace that they could not afford to allow them to escape!

As Her Darkness promised, her unforgiving wastes of the Black Lands soon wore down the Old Powers' pursuing the last of the Orcs, and one by one they fell.

Her new adopted green children were far more resilient however, and survived!

The remains of the Old Powers' warriors even helped the Orcs' recovery, as they turned back to feast upon the dead and any survivors.

Crellour would have many visions of Her Darkness during this time. The Great Spirit would come to Crellour and give her visions of where to find food and water in the wastes.

Before Her Darkness came to the Orcs, the green skins had never bothered with worshiping Gods like the other races on Many do. Yet after Her Darkness saved the Orcs, all green skins embraced this Great Spirit as their one and only God. Today they still worship and love Her Blackness, and even refer to her as the Great Black Mother of the Wastes.

Her Great Darkness still appears to her green children, as she lives in all of their shadows they cast upon this world. As her little green children grow in numbers, she also grows ever stronger with them!

Orcs who have lost their way in the wastes will turn their backs away from the light to look into their own shadow and prey to Her Darkness for their salvation. If her mood is good, she will guide them back home or lead them to water. If not, they cannot be worth saving and will die there on their knees.

Her Darkness is said to come to the Iron Maidens in their dreams to advise them in battle or other stately matters. When the Dark Mistress fully appears, which she rarely does, she comes in the form of a shadow of a naked shapely human woman with long flowing hair. There are two gaps where her eyes should be and her voice is always soft and gentle to those who wisely listen to her council.

The outside world has only recently learned of Her Darkness. Wizards and other learned individuals refer to this entity as a Great Sprit.

The scholars of this world also say that as Her Darkness' Orcs grow in power, so shall she! They predict with the continuing rise of the Orcs that this dark spirit will become more prominent in this world. She may even grow in power and influence to challenge the other more established Gods from the other Plains; sooner than one may think!

Orc Caravans

Orcs are a nomadic race by nature and so are always on the move. They will only stray out of their Black Lands' borders if they are looting and pillaging or marching to war.

Every aspect of an Orc's life is constantly done on the move from eating, to sleeping and even war making. The Orcs move from place to place in a never ending search for food, water, gold and other resources. They travel in a massive caravan, which can easily stretch out in a long line for miles on end.

These caravans have come to be called 'Black Snakes'; because of where they are from, their tremendous length and wherever they go, they always bring death with them.

The largest of the Orc Caravans need to leave the Black Lands and travel to far off lands to plunder resources to sustain their horde. No matter where they go, the Orcs will always leave a wake of death and destruction behind them.

All those brave or foolish souls who share a border with the Black Lands are constantly on the lookout for the green menace. They will watch for the Black Snake immerging out of the horizon, which could mean their doom if they do not react fast enough.

If they stay and face down an Orc raiding war band and loose, they will be plundered, enslaved or even butchered alive for their meet. Unsurprisingly, most sensible souls will flee at the sight of one of these Black Snakes coming for them.

When an Iron Maiden feels threatened, she will drive her caravan back home to the Black Lands, for Her Dark Mother's protection.

Orcs, or rather their slaves have built great fortresses within the wastes of the Black Lands. These are places of retreat in times of war and only used as a last resort by the green skins.

Black Land Orcs' Great Stories

The Great Green Purge

According to the oldest Elf magical tones and Dwarf records, the Orcs have not always lived in the Black Lands.

Once the green skins roamed free unchallenged, pillaging and raiding other races as they pleased. This was their way ever since they first appeared long ago, and with each passing high moon after, their numbers kept on growing.

In those ancient times the Dwarfs and Elves who were known then as the Old Powers knew something had to be done about this green menace, before they infested all of Many.

The Old Powers decided on EXTERMINATING the green plague once and for all, in what they called 'The Great Green Purge'.

The Dwarves and Elves intended nothing less than the entire genocide of all the Orcs in the known world.

At first though, the Orcs proved a tough adversary, and their campaign dragged on for countless high moons. Eventually, at the battle of Nithmear, the last of the Orc Caravans were broken, and they were forced to flee for their very existence.

For reasons little understood then, the last of the Orcs fled deep within the wastes of the Black Lands. After which, they would have nowhere else to hide, and when the Old Powers caught up to them, they knew their time in existence would come to a bloody end.

The Old Powers soon followed the decimated green skins into the Black Lands. In their haste however, The Old Powers did not make any provisions for marching into those dry hellish wastes.

It soon became apparent to the Old Powers that they were all marching to their doom, as one by one

they would fall under the extreme conditions of those desolate lands.

The Elves were the first to feel the harsh bite of the Black Land's bitter cold nights. The Dwarves, being much hardier, lasted longer, but all eventually fell to their knees dead, and the great coalition army was never seen again.

Despite their loss, the Old Powers believed the Orcs had perished along with their comrades in the wastes of the Black Lands.

One thousand high moons passed, and only the Elves and some very old Dwarfs could remember the green menace now.

Suddenly a tale of thousands of mysterious green marauders hitting and destroying a small Elf outpost at the borders of the Black Lands emerged. Could it be the Orcs had returned to the Middle Plain.

Few believed the news at first, but after scores of villages and towns were sacked and destroyed by these green-skinned warriors, there could only be one conclusion, the Orcs had indeed returned...

The green terror had come back to the world of Many once more, except this time, the Old Powers were at odds with each other.

So, it would have to fall to another younger race to face down the green horde in battle and push them back into the Black Lands.

The Orcs thought little could stop them now with the fall of the Old Powers, but they soon discovered that as one power falls, another will rise up to challenge them.

The Rise of Gressle the Truly Terrible

Before the Orcs were forced to flee into the Black Lands to evade the Old Powers pursuing them; those barren wastes were inhabited by a race of men called the Yourecca. This hardy breed of men had managed to build a secret kingdom for themselves in these harsh and unforgiving lands.

Once the Orcs escaped into the Black Lands they only numbered a few hundred. Although their fortunes were soon to change, and it was the Yourecca who paid the price for their turn around.

The Yourecca had never encounter the Orcs, as the green skins had never ventured into the Black Lands before, as most believe there was nothing of value there.

At first the people of Yourecca ignored the Orcs, Elves and the Dwarfs venturing into their lands. They believed that the harsh wastes of the Black Lands would deal with them in time, as it had always done with past invaders.

They were right about the Elves and even the Dwarfs, but the Orcs proved to be more than a match for even their own resilience. The green skins survived and even began to prosper there in the wastes.

The Yourecca's scouts reported that the Orcs could feed on anything. They could eat the harsh numerous cactuses of the Black Lands and even the rotting flesh of carcasses. The scouts even noted they had never once seen Orc drink water. Ironically, the Orcs even fed upon the dead Elves and Dwarfs who once chased them into the Black Lands. The most worrying thing the scouts reported was the enemy numbers were recovering, and growing quickly.

The Yourecca council of Elders from all the different tribes hastily met, and decreed that the Orcs should be destroyed now before they posed a threat to them.

So for the first time in the collective history of the Yourecca, all of their great tribes were united and marched to war under one banner. Had things been different, this could have marked the beginning of a new and united Yourecca Empire, but that was not to be...

The Orcs, though greatly outnumbered by the Yourecca's forces, were all battle harden veterans who were only bred for one thing, war!

On the other hand, the Yourecca were a peaceful race and not used to waging war. They had never needed to develop advanced weapons or tactics, as the Black Lands had always afforded them protection against invaders in the past.

So when the two sides meant on the battlefield, the Orcs totally destroyed the Yourecca's army in battle and then butchered them for their meat.

Losing this battle decimated Yourecca's only fighting men and this made them largely defenceless against the Orc's retaliation, which was swift and brutally unforgiving.

Nearly over night, the people of the Yourecca disappeared, as they 'literally' were swallowed up by the new emerging Green Power within the Black Lands. Today, no Yourecca remain.

It is believed any surviving Yourecca would have been enslaved by the Orcs and then all eventually butchered for their meat, men, women and their children.

With the disappearance of the Yourecca, the Orcs soon flooded out and filled every corner of the Black Lands.

Despite their rapid expansion, the Orcs did not dare to venture over its borders. The beating they had received at the hands of the Old Powers was still fresh in their minds. So for now, they built up their strength, prepared themselves and waited for the right moment to immerge from out of the back wastes.

The Orcs waited for nearly one thousand high moons for a sign from the outside world that it was time to return.

Eventually, one Orc Caravan learned that the Old Powers who had tried to annihilate them so long ago, had turned against each other and were now at war.

The time for the Green Skins return had come, and Gressle, who was the daughter of Iron Maiden Sester Stone Guts would be the first to take advantage of this.

Sester Stone Guts ruled over a small Orc Caravan, near the east borders of the Black Lands. Her caravan was poor and her iron palanquin had little of value to hang upon it.

Though poor, Sester's power within her own caravan was absolute. However, she had lived for many high moons now and her berthing abilities had begun to wane.

For the sake of her blood line, Sester let one of her daughters survive at birth, instead of just snuffing her out as she did with all the rest. The old maiden named her new daughter Gressle, because of how tough and hard she was when she came out as a little ball.

Iron Maidens rarely allowed their daughters to live after birthing them, as they were the only ones who could threaten their supremacy within their own caravan.

Gressle grew fertile quickly. She had an iron will like her mother and she was very cunning. Sester always knew that this daughter would be the one to succeed her as the ruler of the Far West Caravan.

The old Iron Maiden would have to keep a watchful eye on her new daughter, or run the risk of being deposed before she was ready to step down.

Under her mother's watchful eye, she eagerly began to take suitors and birth her own broods.

As soon as Gressle grew strong enough, she's sent scavenging near the rim of the Black Lands' borders. Other than to bring back food and other valuable things for the caravan, this lessened Gressle's ability to birth more grunts, who would be loyal to her in case of a coup.

Despite Sester being cautious, this move would prove to be the beginning of the end for her rule.

Gressle saw the rich pickings just outside the Black Lands' borders and yearned to plunder it for herself.

Her mother on the command of Grand Gar Grool Face Ripper, forbid this. If Gressle disobeyed this command, it could easily cost the young iron maiden her life.

Grand Gar Grool Face Ripper was the most prominent Iron Maiden of all the Orc Caravans within the Black Lands. This was because her palanquin was the largest and most 'shiny'. Her glamorous metal thrown attracted the best bull suitors and shamed all other Iron Maidens. So, whatever she said became lore within the wastes.

Grool Face Ripper had earned her name through ripping off the face of any snortmaiden who dared to challenge her. Grool's new grim rag would be stitched into her caravan's Banner, and would serve as a warning to all those not to cross this ruthless maiden.

Despite the risk of death, pickings were slim on the borders of the Blank lands, and Gressle did not want to return empty handed. Her scouts reported a little village just outside the wastes' borders, which was ripe for sacking. Gressle, who was tired of being held back by her mother's orders, commanded her grunts to sack and destroy the village utterly.

Unusually, Gressle forbid the instant butchery of the survivors.

If any outsider were to spread word of the Orcs existence to the outer world, the Orcs believe the Old Powers would come for them again. So they were always killed to insure the Orcs safety. Also,

she did not want her mother knowing what she had been getting up to on the border.

Instead, Gressle gave strict orders that the prisoners are to be brought in front of her for questioning first, before processing them for their meat.

As all the surviving men, women and children shudder before her in terror, many of the humans cried out for mercy in all different languages. One, an older man spoke a tongue that Gressle could understand.

The old man was told to come forward. The others were butchered on the spot and eaten there.

Whilst all the other men, women and children were screaming and crying out behind the old man, as the grunts tore them apart for their meat, Gressle said to him "What of the world outside the Black Lands, speak now or join them".

Quivering in terror, the old man told the young Iron Maiden that many new small kingdoms of men had sprung up around the Black Lands.

Intrigued, Gressle asked "what about the Old Powers, why have they allowed simple meat sacks to infest the lands like this".

Now the only surviving human, the old man answered her, "the Old Powers are no more, they nearly destroyed each other six hundred high moons ago".

After the old man had served his purpose, he was soon processed for consumption too.

Gressle knew this was the news the Orcs had been waiting for. Because this information surely would spark an invasion into the rest of the Middle Plain, as who could stand in their way now. Men were weak fat meat sacks; surely they could not pose a threat to the Orcs.

Gressle was going to kill all those Orcs who raided the village, as she didn't want them telling tells on her. However, this piece of good news meant they could live.

With High hopes, Gressle instantly marched back to her mother's caravan with the good news. She dreamed that her caravan would be the first to spread out and plunder the rich and plentiful lands that lay beyond their black wastes. If they took advantage of this knowledge now, and kept it a secret from the other caravans, they could increase their power and status unchallenged. Eventually, they could even force Grool to step aside as Grand grarr, and Gressle's mother would then take her place as the supreme ruler of the Black Lands. Then in time, Gressle's turn would come to lead.

Upon hearing the news, Gressle's mother instead wanted to take this precious information strait to Grool. This shocked and angered the young Iron Maiden, as this spineless act would give away their caravan's one chance to rise above all others in the wastes.

Sester's lack of vision severely disappointed Gressle. Infuriated, Gressle felt that her mother had clearly shown that she was unfit to lead their caravan any longer and must be 'removed' from power.

Gressle knew she had to act quickly to get rid of her mother, but murdering her would not be an easy thing to do. She could not entrust this task to any of her slaves to poison or stab her, as they were all loyal to her mother.

Iron Maidens wisely never let their daughters take their own slaves. Otherwise, they might be used to assassinate their dear old Mums with.

Gressle had no choice but to do this deed herself, and it had to be done quickly too, as tomorrow they would begin the march to Zechicral, Grool Face Ripper's main stumping ground within the Black Lands.

At the feast before the long march tomorrow was the only time Gressle could make a move on her Mother. To make matters worse, Sester would have all her top ranking bulls and slaves around her to protect her against any possible attacks. Gressle did consider asking for a private audience with her mother, but for a long time now the old bag had wisely denied her offers. Sester knew to be left own

with her own daughter now could be fatal; well, she was at that difficult age now after all... And besides, asking her mother could arouse her suspicions.

Despite all these difficulties, for a long time now just for fun, Gressle had been plotting her mother's murder, and tonight was a chance to put that plan into action.

The feast began with plenty of singing and dancing, Sester had even killed a few of her older slaves to eat. The old maiden knew she be well compensated by Grool for her good news when she arrived in Zechicral.

Gressle had always like playing her flute ever since she was a young snortmaiden. She took it from a little human child she once had for dinner, and had become quite accomplished at playing it.

So no one noticed when she began to play her flute at the feast. However, no one else knew that she also had a blowpipe made to look just like her flute, and tonight's target would be Gressle's Mother. This secret weapon was laced with Wyvern blood, which is about the deadliest poison on the Middle Plain. If it hit its mark, Sester wouldn't stand a chance.

As the festivities roared on, Gressle waited for her mother to tire, which shouldn't take too long at her age. Yet her mother was excited about bringing the good news to Grool, and showed no signs of slowing down. This forced Gressle to make her move now, before the night came to a close. She drew out her false floom and took aim at her mother and blew it with all of her might!

The tiny dart hit her mother right on her arm. Sester must have thought it was a mosquito bite, because she swatted it away as if it was one. It was not long before her eyes began to roll and she looked very drowsy. Sester's eye's immediately fixed on to her daughter, as if she knew what had just happened. By now though, the poison had taken hold and have paralysed her totally. So even if she did realise what had happened to her, it was too late to save her now.

The tiny dart hit its mark, and Sester's eyes slowly shut for the last time and she slumped back into her chair dead.

Everyone thought that Sester had merely dosed off with her age being so advanced. Whereas, young Gressle knew that at that moment she was the new Iron Maiden of this caravan, and she would make it truly great!

There was many days of mourning that followed Sester Stone Gut's passing. All grunts loved their mother and the bulls had lost their beloved mate. So the horde needed time to accept their great loss in the giant family.

Orcs generally don't take the death of their mother very well, and will end up killing whoever is at the bottom of their pecking order, which is always the slaves.

This mass act of slaughter is call 'Spreading the Pain', and many good slaves were slaughtered in Sester's name.

Gressle thought this was just a waste of good livestock, specially over her spineless mother, but her children must be allowed to work through their pain.

After the Orcs' mourning had passed, it was time to recognise Gressle as their new leader. She might be an Iron Maiden now, but she still had much to learn and had yet to earn her title.

Gressle's first act as Iron Maiden was to briskly march out of the borders of the Black Lands and attack the first settlement they found.

The caravan's first target was an Elf outpost, and this marked the return of the green skins to the world; who had thought they had been vanquished long ago.

It was not long before Gressle's green marauding hordes of Orc sacked all the little human settlements around the Black Lands' borders, leaving none alive.



As Gressle's plunder and resources grew, her hordes numbers swelled to unbelievable numbers.

To sustain her horde she drove on her caravan to the large human city of Pelt, which was wealthy. This great city had plenty of food, gold and human stock to plunder.

Pelt's defenders put up a valiant effort against Gressle's green marauding hordes, but they were no match against them in battle.

After the fall of Pelt, Gressle turned her attention to yet bigger prey, and city after city kept falling to her rampaging Orcs.

When it came to the Great Gathering in the centre of the Black Lands Gressle did something unthinkable. She didn't go...

Every twenty high moons, all the Orc Caravans will travel to the heart of the Black Lands for the Great Gathering of Green Skins. At this event young and sometimes even the older bulls will leave their horde to join a new caravan to mate with a prominent Iron Maiden.

This event is key to the Orcs survival, as it helps them to avoid inbreeding with their own caravans.

During this event, the biggest and most strongest bulls will prove themselves worthy to desirable snortmaidens by fighting each other.

These giant bulls have been known to kill each other in these bouts to win the hand of an Iron Maiden, but this is rare. The most attractive Iron Maidens are always the most successful snortmaidens, which is demonstrated with how well decorated her palanquins are.

There was much dismay about not going to the Great Gathering amongst Gressles' younger bulls, who all wanted the chance to sire their own young. But, if Gressle returned now she would give away her secret advantage and lose everything she had gained so far in her campaigns over the Black Lands' borders.

Gressle's solution to this dilemma was simple. She chose to 'see-to' all of her son's needs herself...

There was still one problem remaining however. Gressle's caravan's presence at the Great Gathering would still be missed, and Grool still did not know of her mother's passing yet.

So Gressle ordered Oggog, an old but loyal bull to ride to the Great Gathering in an iron chariot bearing their caravan's banner. He would be painted entirely black with the waste's mud, which was the way Orcs indicated that their caravan was diseased and should be avoided.

This plan would ensure that Gressle's no-show at the Great Gathering would not be missed.

When the next Great Gathering came round, Gressle's horde had doubled many times over. Also, her Iron Palanquin clearly outdid Grool's from what she could remember as a little she-retch.

Gressle had to attend the Great Gathering this time, otherwise it would raise too much suspicion, and besides, her brood's health was beginning to suffer... So she needed fresh bulls to mate with.

As all the great and good caravans gathered in the heart of the wastes, there was one missing. After they all settled, all the snortmaidens began to natter about Sester's missing absence again.

Suddenly, the Great Gathering's horns blew out again, which marked the arrival of the last caravan. It was massive, and each of its Orcs carried a lit torch, so all could see the caravan's true size coming out of the evening's darkness. At its head, carried by dozens of proud Orc Saws was an impressive steel palanquin, decorated with precious gems and metals.

Grool was not pleased by this sight, as Sester's palanquin was clearly more glamorous than her own.

Grool went to greet Sester her sister, but she was taken a back again when her steel lid opened and her grinning niece was there instead.

Grool had to challenge this upset, or she would be forced to step to one side and bow down to her new Grand grarr. Furthermore, if she showed weakness now, her own daughters within her caravan may move against her too, and she would loose everything.

After the Great Gathering was over, Grool made her move against Gressle, but the young Iron Maiden was ready for her.

Gressle knew that Grool would likely attack her and it would come when she was at her most vulnerable. This would clearly be as she turned her caravan around and marched for home, leaving her rear exposed to attack.

Because Gressle had anticipated this move, she had allowed half of her horde to join her at the great gathering. The other half was ordered to wait at the bottom of a hill overlooking the site. This massive body of warriors was out of sight and would guard against any rear attacks as Gressle's caravan moved away from the event.

As Grool pursued Gressle over the hill, she immediately crashed into Gressle's ambush waiting at its bottom.

Grool knew she had grossly underestimated Gressle's cunning and the true size of her army, which turn out to be much bigger than her own.

As the battle raged on, Gressle circled her Orcs round Grool's forces, which were already fighting for their lives and charged them in the rear.

The utter carnage that followed was legendary, not one of Grool's Orcs survived the battle. In the end, her Iron Plaque was ripped open and her face was torn off and stretched across Gressle's caravan's banner. Gressle thought this would be a fitting fait for the great hanger of faces.

It is said that as soon as Grool's last warrior fell in battle, the skies darken with black clouds rushing in. They formed the outline of a shapely woman, which smile down upon the carnage below.

Clearly the passing of the old Grand Grar did not go unnoticed by Her Darkness, who seemed please with the sudden power shift amongst her children.

Gressle's entire army fell to their knees, whilst she had her own Iron Palanquin set down as a mark of great respect for Her Darkness.

Then as suddenly as they came, the dark clouds dissipated to nothing and Her Darkness had gone.

Fresh from bloody victory, Gressle instantly marched her entire force back to the Great Gathering with her new banner held high for all to see.

The other Iron Maidens were waiting there to see who would win, but when they saw Gressle's new banner, it left them in no doubt who their new Grand grarr was.

Celebrating the crowning of a Black Lands' new Grand grarr required a whole new feast on its own. So, the dead from the battle had to be brought back so that the feasting could begin again.

From then on, she was known as Gressle the Terrible, because of the unspeakable act of incest during her time away. Though, none of the other Iron Maidens dare speak openly of this, they know she must have done so, to keep her brood's numbers up so high.

Gressle was no fool and knew what the other Iron Maidens thought of her, but she felt it showed that she would do 'anything' to hold onto power; even if that meant mating with her own. This raised an element of fear amongst the other maidens, and that is how Gressle wanted it to be.

Gressle wasted no time pushing her forces out back beyond the Black Lands' borders, and she saw to it that she maintained a tight grip on power back home.

If other maidens dared to challenge her rule, she would always swiftly deal with them by adding their faces to her own special banner, the Grim Rag as she called it.

It was not until the rise of the first Blue Iron Maiden she would face a true test to her supremacy over the Black Lands.

The First Blue Mother

The Black Land Orcs have fought many wars against each other. They are mostly little affairs over borders or food. Other times, Iron Maidens have launched devastating campaigns against rival maidens, resulting in the entire extermination of a Maiden and her caravan.

In all that time the Orcs have never been gripped in a total civil war involving all the caravans. So even if two or three Iron maidens are at war with each other, the rest get on with the business of looting, sacking and enslaving other races as usual.

All that was about to change after the first Blue Mother was birthed.

Not long after the return of the Green Skins to the Middle Plain, there was a sudden and mysterious gap of ninety high moons where no Orc raiders was seen or heard from.

The entire Middle Plain took a breather and wondered what had happened to the green menace, which had appeared again and made everyone's life a misery.

For a long time no one seemed to know why the Black Lands were so quiet, until one day a brave Dwarf chronicler investigated this matter.

This bold Dwarf discovered that all of the Black Land's caravans had entered into a bloody civil war against a new threat from within their own ranks.

The Dwarf chronicler began his newly found tale just after the Orcs raided the wholly imperial city of Hessox, sacking it completely.

Hessox was completely dedicated to Winsill, who is the Imperial Elves highest God, even above the Creator, because it is believed he was the soul architect of their race.

Perhaps the chronicler noted this down, because he believed the great god Winsill could have had a hand in what happened next with the Orcs.

Soon after the destruction of Hessox the Iron Maiden responsible gave birth to a blue daughter called Nelder.

She was soon cast out to live on the rims of the caravan's borders with the rest of her blue kind.

There was nothing new or strange here, as this is the Orcs way, but all the trouble began when Nelder gave birth to her first batch of blue young!

This was unheard of for a blue snortmaiden to give birth to a litter of her own, as they are 'always' born infertile.

Nelder didn't just have the one litter though, she had many hundreds, and more shockingly she turned her brood against their own caravan, even murdering her own iron mother!

To make matters worse Blue Orcs were deserting their caravans the length and breadth of the Black Lands to join their new blue queen.

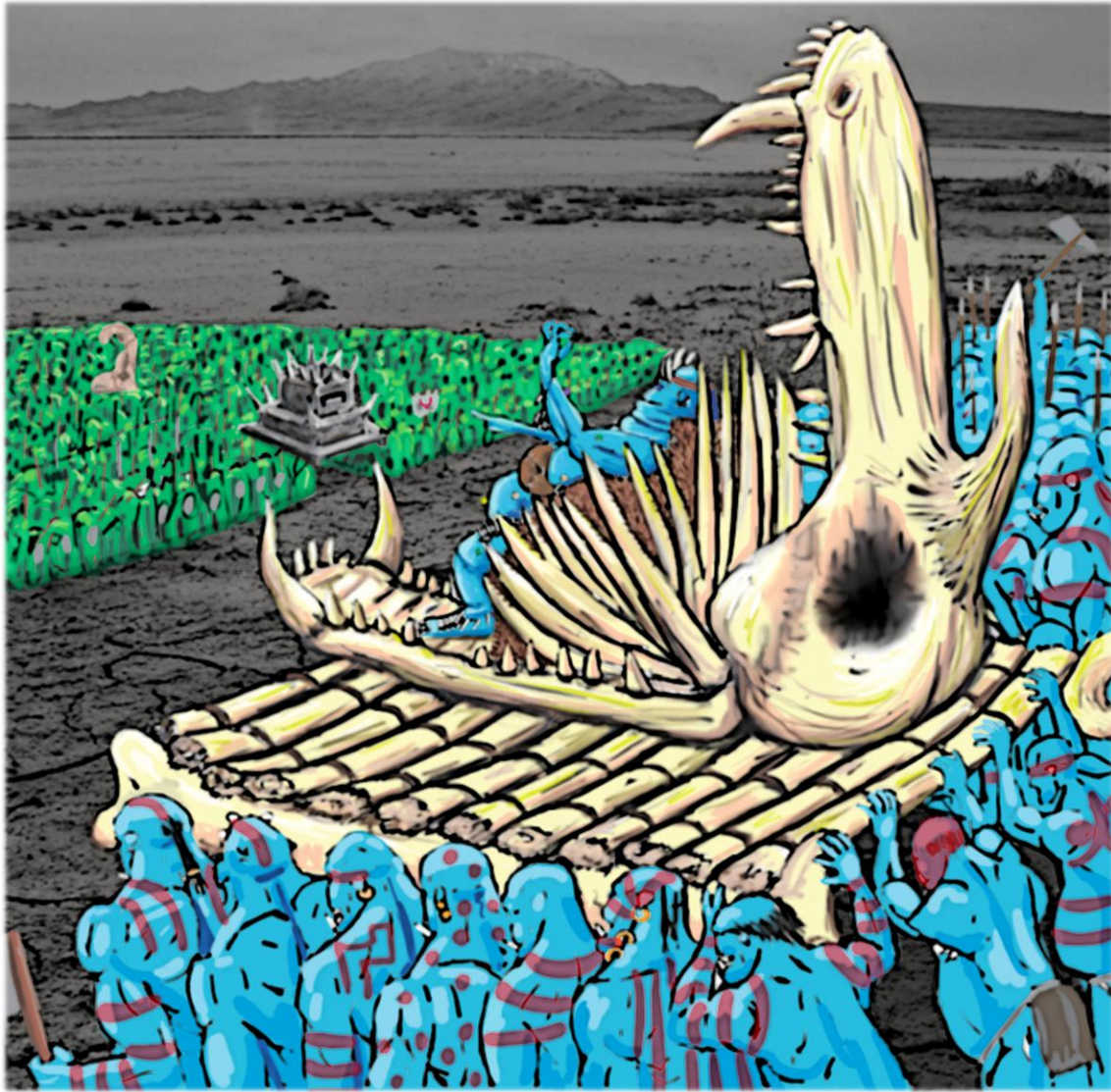
How the blue Grunts could have known how to do this, no one knows, but they did, and did so in their hundreds of thousands.

Nelder seemed content on hunting down each and every green skinned caravan she could find. She was a brilliant war lord and did away with many a lesser Iron Maiden in her rampage across the Black Lands.

Nelder's blue hoard swelled to unbelievable numbers, and if left unchallenged could wipe out their green brothers.

It was clear that all the caravans of the Black Lands would have to unite once again to defeat this blue hag.

They had not done this since the battle of Nithmear. Clearly, only one Iron Maiden had enough clout at the time to coordinate such a feat and that was Grand Grar Gressel the Terrible.



It took Gressel over six high moons to pull enough caravans together to make a stand against Nelder.

The Blue Queen was proving to be a very competent leader and skilful general. More worryingly, it was also believed she was completely sane, unlike all other blue skins!

This was more confirmation that Winsill the god of order must have had a hand in her creation.

Nelder and Gressle gathered their forces at Dorackus' Palm and after a day's horrific fighting both sides were badly bloodied, but neither side had the upper hand.

This bloody battle continued for weeks, until Gressel slowly began to gain the upper hand over Nelder.

As the battle wore on and the weeks passed, slowly, Nelder's forces were dwindled down, until she was cornered and completely wiped out.

For a long time after this brutal battle, all blue skins were instantly killed at birth, but thanks to the fact that blue grunts still make great fighting warriors, they are now spared.

It was the Hags that suffered the most though. Even now some are still killed at birth because of their green mothers' fear the coming of the next fertile blue snortmaiden.

It's not a matter of if another Blue Queen will rise again, but when...

Black Lands Orcs Army Layout

Points

Three Plains, like most tabletop war games has a 'Points' (or 'Pts' for short) system, which acts like currency for buying gaming pieces to add into your army's ranks. Points reflect a piece's ability to fight, shoot and cast magic, etc. So, the more costly a piece is in points, the more powerful it will be in battle, whereas the cheaper pieces tend to be much weaker.

Army Sizes

To ensure a fair play in a standard game, both sides must spend the same amount of points on their armies. A good starting game size, especially for beginners, is 500pts to 1000pts each side, which would give you a short game only lasting for about an hour or two.

Otherwise there is **NO LIMIT** to how big your game size can be, but be warned the bigger the game is, the longer it will take to play. For instance, a game size of 10,000pts, 5,000pts each side will easily take a whole day to play through in a standard game.

Army Special Allowances

(■ ▼ ◆ ★)

Army Special Allowances Chart

Army Size	■	▼	◆	★
1 to 500 points	+1	0-3	0-2	
501 to 1,000 points	+1.5	0-4	0-3	
1,001 to 1,500 points	+2	0-4.5	0-3.75	
1,501 to 2,000 points	+2.5	0-5	0-4.5	
2,001 to 2,500 points	+3	0-5.5	0-5.25	
2,501 to 3,000 points	+3.5	0-6	0-6	
3,001 to 3,500 points	+4	0-6.5	0-6.75	
3,501 to 4,000 points	+4.5	0-7	0-7.5	
+500 points	+0.5■	+0.5▼	+0.75◆	

★
1 ★ within 1pt to 4,000pts
2 ★ within 1pt to 8,000pts
3 ★ within 1pt to 12,000pts
4 ★ within 1pt to 16,000pts

Other than keeping your army size within your points limit, you need to keep within your army's shapes allowances too (■▼◆★). Each one of these shapes have a different meaning and value in relation to just what pieces you are allowed to have within your army's ranks, which is explained further below.

■ Blocks ■

The 'Block ■' represents core or basic backbone units all armies need to fill out their ranks. Normally these can be archers, infantry and even some weaker forms of cavalry.

All armies must include a certain amount of block worth pieces within their ranks. The amount of blocks in an army has to use is determined by using the 'Army Special Allowances Chart', which is below on the left on this page. To use the chart relate your army size in points to the chart. For instance, a 1500pts army must contain at least 2 block worth of gaming pieces within it.

▼ Triangles ▼

The 'Triangles ▼' represent greatness or the ability to lead an individual may have, so the number of triangles allowed within an army is limited because these pieces are much rarer than a block worthy piece.

Using the 'Army Allowances Chart' on the bottom left of this page, find your army size in points on the chart and depending on its size it will indicate just how many triangles your army is entitled to use up too. For instance, a 2000pts army can use up to 5 triangles, but cannot go over that limit.

◆ Diamonds ◆

'Diamonds ◆' represent rarity or uniqueness a piece could have. So the more diamonds a piece has the rarer and more unlikely it is going to make an appearance on the battlefield.

Using the 'Army Allowances Chart' on the bottom left of this page, find your army size in points on the chart and depending on its size it will indicate just how many diamonds your army is entitled to use up too. For instance, a 3000pts army can use up to 6 triangles, but cannot go over that limit.

★ Stars ★

A 'Star ★' is always attached to the most rarest and special of gaming pieces.

All armies start off with one star. However, each time an army grows past 4000pts; it may use an additional star.

An army may have more than one star worthy piece within its point limits, providing they are not the same kind of piece. For instance, if an army totalling in size of 6000pts, it could have two of one kind of star worthy piece within its ranks and two of another kind.

Mixing Allowance Shapes

Some piece's profiles will allow you to mount a character on a beast and if both have a certain cost in allowance shapes, both the beast's and character's allowance shapes values must be added together. For instance, a General costing 1 triangle and 1 diamond mounted on a beast that costs you a further 2 diamonds, the total cost of that piece (the general mounted on a beast) would cost you 1 triangle and 3 diamonds.

Putting an Army Together

Before playing a game, a player must write-up an Army's 'List'. This contains all the different types of gaming pieces they have, how many models are contained in a unit and most importantly, how much each regiment, hero and its beasts' cost in points.

As long as these key points are in a list, how it is written up and presented is up to the writer (or the controlling player of that side). For instance, a player could add additional information, like a rough battle plan or notes about each piece's weapons, armour and any magic item's abilities.

The main reason why army lists are so important is because it makes it much easier to award '**Victory Points**' to an opposing player at the end of the game, which is explained in full on page 21 in the Three Plains Rulebook.

Furthermore, it's just good practice to have a well written army list, as they can give a player instant information on their own gaming pieces without sifting through a rulebook. For instance, if one side

accuses the other of over spending on certain pieces in an army, then the accused side can instantly prove they have kept within their points and shapes limits.

Number of Players & Allies

The typical number of players to take part in a game of Three Plains is just 2 (one on each side), but any number of players may take part in a game of Three Plains.

Often if there are more than 2 players in a game, the extra player becomes an ally with one side, sharing points with them. However, a group of people can decide to play the game with as many sides and allies as they like. This is providing both sides are still within their shapes and points allowances, and all players involved have agreed this game setup of play before it starts.

Hiring Mercenaries from the Mercenaries of Many Army List

A Black Land Orc army may hire gaming pieces from the Mercenaries of Many Army List to fill out its ranks with.

Any Mercenary of Many gaming pieces or number of them may be included in a Black Land Orc army. This is providing they still keep within their army's points and shape limits.

However, for each mercenary piece added to a Black Land Orc army's ranks, an additional quarter of a diamond (0.25◆) must be added on to its cost.

For instance, a Mercenary Slave Giant already costs two diamonds (2◆) in their own Mercenaries of Many army list. So if one is hired by a Black Land Orcs army to fight alongside them, this will boost the Giant's cost in diamonds, to two and a half (2.25◆), instead of just two.

Black Lands Orcs Special Rules

In this book, from this point on, some rules will differ from the normal rules found in the Three Plains Rulebook 3V~ and all other army lists.

All the unique Black Land Orc rules (where different) replace the rules found in the Three Plains Rulebook V3~, which is the main rulebook for Three Plains the game. Otherwise, the Black Land Orc gaming pieces follow all the rules laid out in the Three Plains Rulebook V3~ as normal, as long as they do not conflict with ones throughout this book.

Black Land Orcs Deviancy Rating

An Orc war band is a savage killing force few can match on the battlefield, but what they gain in killing power, they lose in discipline.

When any Orc piece is called upon to take a '**Deviancy Check**', their deviancy rating to test against is 4. To learn more about 'Deviancy Checks' see the Three Plains Rulebook on page 12.

4

Green Magic Allowances

Bulls and Grunts simply do not have the brains to understand and control the use of manna. However the devious and cold, calculating minds of their sister Snortmaidens on the other hand, can make for quite powerful wizards.

However, Snortmaidens have no natural ability to manipulate the ether. Instead, they have their grunts or slaves collect as many 'Tears' as they can find on the wastes of the Black Lands.

Tears are little blue solid orbs of mana, which for some unknown reason manifest in the wastes of the Black Lands.

Once they have a large stash of these magical orbs they will eat them, which grant them magical powers equal to that of any wizard.

Snortmaidens may be more intelligent than their male folk, but they care little for kindness, compassion and empathy, even towards their own kind. Instead, they are much more inclined to break bonds, ties, and even their own codes and think nothing of slaughtering any number of innocents to get hold of what they desire.

So unsurprisingly, Snortmaidens do not lend themselves to the more enlightened and peaceful disciplines of magic found on the Middle Plain! Therefore, these wizards are limited to the disciplines of '**Base Magic**', '**Destruction**', '**Chaos**', '**Battle Magic**' and '**Dark Magic**' only. All of these spells are in the Three Plains Rulebook, between page 105 and 113.

Orc Savagery! (DC)

All male Orcs simply adore fighting, and generally all other violent forms of bloodletting they can think of!

Orcs will even work themselves into a joyful frenzy like state before a battle.

Such is their joy of battle, they will often chant and sing like happy little children between themselves before the battle begins.

These awful sounding outbursts of primitive 'music' always describe what they will do to their enemies when they get their hands on them in combat, and it's never nice.

When the green skins actually clash with their enemy, they instantly release their joyous pent up savage energy.

In the first few moments of that combat, the excited Orcs unleashes a savage barrage of attacks upon their foes. Few can hold back this green frenzied tide of death in combat.

So, Orcs are well known to win battles entirely in the first clash of combat. Yet, if the enemy can hold their nerve under the explosive weight of the Orcs' savage attacks, then they may stand a chance against them in the later rounds of combat...

All green male Orcs benefit from the special rule of '**Savagery**', which allows them to go into '**Frenzy**' in combat, as described in the Three Plains Rulebook on page 66.

However, this special psychology also allows them to control their frenzied urges to some degree... This tiny bit of control allows them to hold themselves back from charging straight into combat when an enemy gets too close to them.

Note: Blue Orcs cannot resist their frenzied urges, as they are all quite mad! Therefore, Blue Orcs have the special rule of just ordinary frenzy instead of savagery.

All Green Orcs who suffer from Savagery must take a '**Deviancy Check**' each time they are affected by their frenzy (with an enemy moving within 8 inches of them). No battle stress dice created by '**Fear**' can be rolled out in this check. The rules for '**Fear**' are explained in the Three Plains Rulebook on page 66.

If they fail their check, they have succumbed to their frenzied urges and must charge their enemy and go into frenzy and follow the rules for that psychology as normal from there. '**Deviancy Checks**' are explained in the Three Plains Rulebook on page 12.

Robust

An Orc may have a simple wit, but their strong and robust bodies are really quite remarkable!

Orcs can march from battle to battle for days on end without little rest, food or even water.

In prolonged combats, even when they are swinging huge metal weapons around in a frenzy wearing full body armour they can still out last most of their enemy's in combat before tiring.

The greatest test of their endurance came to the Orcs when they were on the brink of extinction!

When the Orcs were forced to flee in to the Black Lands so long ago, it was not their brutish strength or their battle prowess that saved them. Instead, their salvation was thanks to Her Darkness leading her newly adopted green children to safety. However, this journey would not be easy, and would have crushed the more fickle races. So had it not been for the famed Orcs robust bodies, they would have never have found their salvation in those black wastes and would have been a mere memory today.

Because of the Orcs' '**Robust**' bodies, at the start of every Orc turn, their controlling player must roll a D6 for every piece that has suffered an '**Endurance Counter**'. On the score of a 1 to 2 nothing happens. On the score of a 3 to 6 the Orc piece loses 1 endurance counter.

To learn more about 'Endurance Counters' and the affects of Exhaustion, refer to the Three Plains Rulebook and turn to page 69.

Dull Witted

When other races dare mock the Orcs for being generally quite Dull Witted, they are not just referring to their intelligence, as Orcs also have very poor senses indeed...

An Orc's built may give them a very strong and robust body for fighting, endurance and taking punishment, but it does not allow them much movement in their necks. In fact, if an Orc wants to look left or right, then they must actually turn left or right to do so. This can put them off from turning all together, which could potentially mean them missing dangers other races would easily notice.

It's not that an Orc is hard of hearing, but it is very basic. An Orc is unable to pick up on very soft or high pitched sounds like a Human can. Furthermore, they find it very difficult to track and locate noises around them.

So poor in fact are the Orcs' senses, when on guard duty or patrol, they will often be accompanied by a

pet Taber or Human Slave to help them make up for their lack of awareness.

Some have even suggested that the Orcs may not be that brave after all. In fact, the Orcs so called courage could simply be due to their inability to sense hazards around them.

Orc pieces have a '**Primary Sense**' or line of sight of 90° instead of 180°. Furthermore, Orc '**Secondary Senses**' extend out 1.5 inches around them instead of the standard 3 inches.

To learn more about a gaming piece's '**Primary Sense**' and '**Secondary Senses**', refer to the Three Plains Rulebook and turn to page 15.

Bravery

All Orcs love to have a good scrap! They are even constantly fighting amongst themselves just for the fun of it. So when they march to war, they are never happier!

As the green horde marches, they will sing songs, chant, devouring the odd slave and drink their beloved brew, Grogly, which is just stale blood...

How Orcs treat war can make them very difficult to break in combat. This is because really they are having a great day out on the battlefield with their dear old mum doing what they love; killing, bloodletting and eating their spoils of war! Happy days.

Nearly all Orcs benefit from different values of '**Bravery**', which is indicated in their profiles. To learn more about 'Bravery', see the Three Plains Rulebook on page 66.

Family Love (DC)

A Grunt thinks nothing of killing one of their own many, many, many, dirty smelly grubby brothers. They will quite happily bash dead one of their mates just for a little bit of rusty scrap metal, rotten meat or for a laugh.

So when ordered to shoot at a massive combat where they might hit their own kin, no tears are shed.

However, though Orcs care very little for each other, they would never do anything to hurt their beloved woman folk, especially their own Iron Mother.

If an Orc spell caster or missile piece is ordered to shoot at a combat, which could harm pieces from their own side, no '**Deviancy Check**' is required. This type of check is explained in the Three Plains Rulebook on page 12.

On the other hand, if there is a chance of harming an Iron Maiden or Hag, no 'friendly' spell or missile can be shot at that target.

Immune to Magic (Blue Orcs Only)

All Blue Orcs are infused with magic, hence their blue colour, and so any magic cast upon them, is just absorbed with no effect at all.

All Blue Orc gaming pieces are totally immune to magic; no spell or magic item will directly affect them at all. Moreover, any piece, friend or foe carrying a magic item touching a Blue Orc piece or included in the unit, will become completely useless. For instance, if a magic weapon is used against a unit piece of Blue Orcs in combat, it must be used as a mundane weapon of its type. Or, magic armour will continue to provide standard protection of its rating, but any magical abilities it has, will be nullified whilst in contact with Blue Orcs.

If a Blue Orc piece is engaged with an enemy that has a spell cast upon it, the spell is immediately dispelled, and its magical affects end.

Furthermore, if a Blue Orc is engaged in combat with a wizard of any kind, that enemy piece will lose their ability to cast spells.

Even if a Blue Orc piece is hit 'indirectly' by a spell or a magic item's affects, it will not affect them.

However, spells or magic items that leave a lasting affect on a game, will affect the Blue Orcs as normal. This is because even though the magic has worn off, it has permanently changed the Blue Orcs world, which they must interact normally with, along with every other gaming piece on the board.

Metal & More Metal

Unsurprisingly, Orcs do not have a huge vocabulary to draw from when they are trying to communicate their primitive thoughts and feelings.

One such example of this race trait in action is '**Metal**' and '**More Metal**', which just translates to 'Armour' and 'Heavy Armour'.

Interestingly, multi linguists upon the Middle Plain often use 'Orc' as they go-to-language to communicate with each other. This is because it's so easy to learn compared to Elf or one of the many Human tongues.

Within the Orc piece's profiles, '**Metal**' means '**Armour**' or '**Light Armour**' and '**More Metal**' equals '**Heavy Armour**'. The rules for 'Armour' can be found in the Three Plains Rulebook on page 74.

Saw Blades

A Saw Blade is always made out of just one or two solid pieces of steel. They have spikes running all the way down their cutting edge, which are constantly sharpened, ensuring it can cut through flesh and bone very easily.

These deadly blades by Orcish standards are highly crafted and are treasured possessions of any Orc.

Other than sharpening their cutting edge, they are poorly maintained weapons. They are

always covered in rust and caped in rotten blood and guts, which is left to fester with all manners of bacteria being cultivated on them.

As one can imagine, a blow from a Saw Blade will usually kill instantly. If not, its victim's wounds will infect them, making them die later from a painful and agonising blood infection. So a Saw Blade will always claim its victim in the end.

To represent the uncleanness of a Saw Blade, its striking blows count as being a '**Level 1 Poisoned**' attack. However, these filthy Blades will only poison living creatures and not undead or demonic ones. The rules for 'Poison' are fully explained in the Three Plains Rulebook on page 68.



Black Lands Orc Characters

Iron Maidens

In Orc society, simple that it is, it's the ladies who always go first.

To human eyes these creatures are fat green vile looking disgusting beasts. Even the stomachs' of well seasoned men of this world will turn upside-down simply at the sight of them.

They have large green obese bodies, which are constantly bulging with hundreds of their orcish broods teeming round inside them. Some have thin strands of black greasy hair on their balding many chinned heads. Their sickly green complexion is mostly covered in boils, warts and other spots, which ooze puss and sometime even spit out other unknown foul smelling liquids.

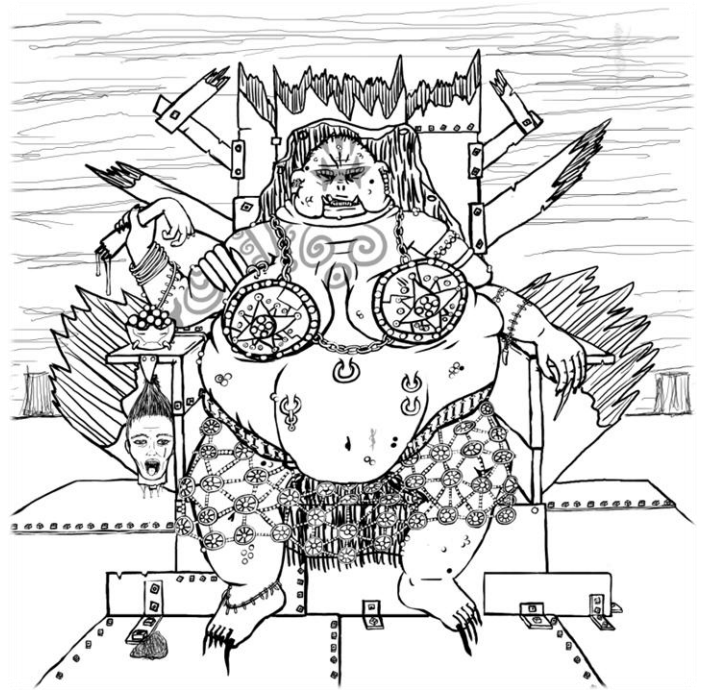
Despite their unsightly appearance, Orc Females, also known as Snortmaidens, are highly regarded amongst their own kind, and are the unquestionable leaders of their caravans.

This is partly because Snortmaidens are so rare. For every one thousand Orcs born there is only usually one infant Snortmaiden delivered. Yet a single female can birth many tens of thousands of Orc Grunts and Bulls in her lifetime, who all of course love their mum.

The other reason why Snortmaidens are so revered by their own kind is they are the brains behind the brutish brawn of the green skins. In fact, snortmaidens have been known to be quite cunning, even out witting Elvin generals at times.

In times of war, Snortmaidens are carried up high on an iron palanquin by their finest sons and are dubbed Iron Maidens by all.

To protect themselves in battle from prodding spears and arrows, their palanquins are constructed out of thick sheets of iron and have sharp metal spikes all around them. Sometimes they even stick the heads of their slain foes on their palanquin's



spikes to terrify their enemies in battle.

In the rare times of peace, the palanquin is highly decorated with gold, gems and furs that they have plundered from their conquests.

The snortmaidens go to all this effort because they like to show off their status to the other females, but more importantly, to look their best in front of all the boys. The most glamorous female will always have her pick of the best suitors to mate with.

Once, the green blood lacked any potential for magic, which was until the Orcs were forced to dwell in the Black Lands.

This led the snortmaidens to somehow discover that if they ingested raw 'Tears', it granted them the power to cast magic.

Mysteriously, physical mana called Tears congeals into a solid form within the Black Lands where it can be found in abundance.

They are named Tears, because it is believed by some to be the tears of gods long since forgotten.

Now snortmaidens have their Grunts or slaves to collect as many tears as they can find, so that they may eat them and be granted the power to cast magic to further their own wicked ends.

As leaders, Iron Maidens are evil, cunning, merciless, and powerful magic users, who are very hard to kill in battle. So, generals who treat them as just primitive and dim wild savages in battle, do so at their own peril.

	M	A	CR	D	Save	LP	S
Iron Maiden	-	-	-	-	5 3 4	3	5 +1 Bravery
Body Guard	7	2 +1 Frenzy *+1 for Two Weapons	5	1 *Great Blades Lv 1 Poison	4 1	1	4 (+1 Bravery)

Points: 125pts (Iron Maiden and 6 Body Guards Model)

Shape: 1▼, 1◆ & 1★ which includes additional Saw Body Guard

Iron Maiden’s Weapons & Armour: Lots and lots of Metal

Saw’s Carriers Basic Weapons & Armour: Saw Blades & More Metal

Additional Options & Extras

- (Iron Maiden) Upgrade to an Iron Maiden to a Master Wizard for 50 points and 0.5▼
- (Iron Maiden) 0 – 6 magic items, but none can be magical weapons or armour
- (Saw Body Guard) Exchange Additional Hand Weapons for a Great Saw Blade at 5 points per model
- (Saw Body Guard) Upgrade one model to a Command Piece at 20 points, which can be a Magical Command

Special Attributes

+1 Bravery, Saw Blades & Robust (See pages 18 to 19 and page 66 in Three Plain Rulebook)

Magic Casters

Snortmaidens have their grunts or slaves collect as many tears as they can find on the wastes of the Black Lands. Once they have a large stash of these magical orbs they will eat them, which grants them magical power.

This method is so affective, that after an Iron Maiden has had her fill of tears, her magical powers can rival that of any other wizard on the Middle Plain.

Iron Maidens are '**Wizards**' and follow all the rules laid out in the Three Plains Rulebook on page 49 for magic casting.

An Iron Maiden piece may be upgraded to become a '**Master Wizard**' at 50 points. The special rules for 'Master Wizard' are fully explained in the Three Plains Rulebook on page 50.

Iron Maidens do not lend themselves well to the more peaceful magics of the Middle Plain because of their wicked nature. So these evil creatures are limited to either the neutral or darker magics on this Plain to use in battle. Therefore, an Iron Maiden can only cast spells from the disciplines of Base Magic, Destruction, Chaos, Battle Magic and Dark Magic in a game. All of these disciplines of magic can be found near the back of the Three Plains Rulebook between page 105 and 113.

Way Up High

As the Iron Maiden is set way up high, much higher than her body guard and other ground level troops around her, she counts as having the special **'High Ground'** advantage on the battlefield.

Furthermore, she also has her **'Primary Sense'** extended to 380°.

Both of these special rules allow her to cast spells over any other gaming piece below her and in any direction she wishes. However, she cannot cast spells over any other features clearly higher than her level, as she must still be able to see her objective before targeting it.

The special rules of **'High Ground'** and a piece's **'Primary Sense'** are explained in the Three Plains Rulebook on page 15 and 16.

Iron Maiden Model

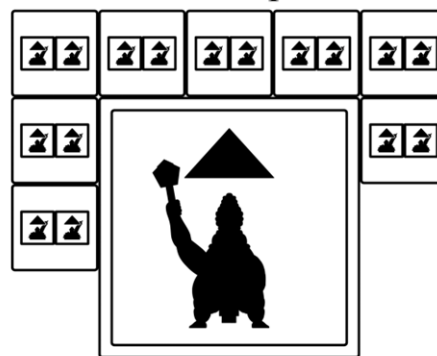
The Iron Maiden model is treated as a unit piece of 6 Saw body guards accompanied by a character piece (the Iron Maiden), with the following exceptions laid out underneath.

The Iron Maiden's body guard will never leave their mother unless she is killed, and she in turn can never leave her protectors.

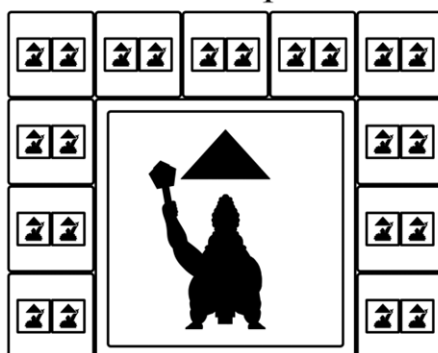
1 Example



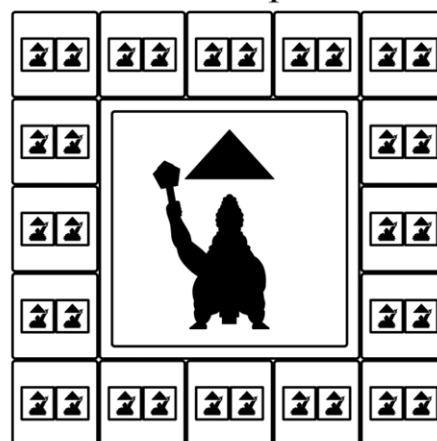
2 Example



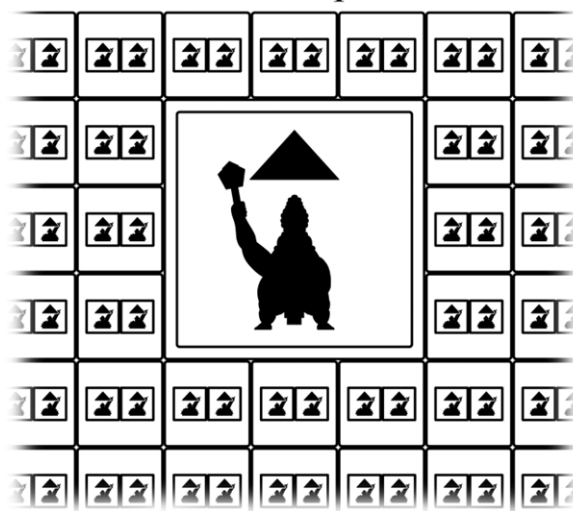
3 Example



4 Example



5 Example



Additional body guards may be added to the Iron Maiden's unit at the cost of 15 points per model, up to 40 in total, which includes the body guard she already started off with.

Each Saw is armed with More Metal (+2) and has two poisoned Saw Blades. However, each Saw may

exchange their Two Hand Weapons for either a poisoned Great Blade for +2 points per model (remember to re-arm the starting 6 Saw carriers as well). Furthermore, one Saw in the Iron Maiden's body guards may be up-graded to become a Command Piece at 15 points and the Command Piece may also carry a Magical Command item.

The Iron Maiden model must always be placed in the middle of the second rank, instead of the first and must remain there for the rest of the game. The unit of additional body guard models must be built up around the Iron Maiden model, starting with her in the centre, and placing the additional body guards in the centre of the first rank, building them round her from there. Above are 5 examples that demonstrates Saw models that have been correctly set out up around an Iron Maiden.

The Iron Maiden piece cannot start off the game in another kind of unit piece, other than her body guard. During a game she may not join another piece, unless all her body guards are slain and she needs to be 'Rescued', which is explained later on in her rules.

Iron Maiden and Her Saw Body Guards in Close Combat

In combat enemy models cannot strike the Iron Maiden directly. Instead they must always strike at her body guards until they have all been wiped out, leaving only her remaining.

When a kill is scored against the piece, always remove the additional body guard models first. Once down to the Iron Maiden piece and her body guard's carriers (numbering 6 in total), they will be the next to be hit and killed off. However, as an iron palanquin is a very heavy thing indeed, after suffering the loss of 3 or more of the Iron Maiden model's saw carriers, her palanquin collapses!

If the Iron Maiden's palanquin collapses in combat, the remaining body guards are crushed to death and she will be over whelmed by the enemy and killed instantly. In this instance, the entire Iron Maiden model is removed from the game.

If the Iron Maiden's palanquin collapses whilst not in combat, refer to '**Shooting or Casting Magic at the Iron Maiden and her Body Guards**' on the right of this page.

Note: The Iron Maiden model on its own has 6 Saw body guards as part of the overall model. If the model's body guards are in contact with an enemy, they may attack as normal and if they are not, they may not attack. For instance, if the iron Maiden model is attacked at the front, then 2 of her body guards can attack and if she is attacked on the right flank, then 3 of her body guards can attack.

Shooting or Casting Magic at the Iron Maiden and Her Body Guards

Normally targeting and hitting a character in a unit piece with magic or ballistic missiles is impossible, but as the Iron Maiden herself is so large, it cannot always be missed. Therefore, all hits from shooting or casting magical missiles which hit the Iron Maiden and the rest of her Body Guard unit piece must be divided up on a D6 as follows:

Note: When counting up the Saw Carriers for any reason, always include the 6 Saws build in to the Iron Maiden's model.

15-40 Saws & the Iron Maiden: 1-5 hits the body guard and 6s hits the Iron Maiden.

7-14 Saws & the Iron Maiden: 1-4 hits the body guard and 5-6 hits the Iron Maiden.

1-6 Saw Carriers & the Iron Maiden: 1-3 hits the body guard and 4-6 hits the Iron Maiden.

0 Saw Carriers & the Iron Maiden: All hit the Iron Maiden's palanquin, which is explained underneath.

All hits which land on the Iron Maiden need to be divided up once again on a D6 as follows:

1-5 hits the iron palanquin and is discounted, as even if they damaged the palanquin, it would do nothing to affect the rest of the piece as a whole.

6s just land in the right spot and if it penetrates her armour, it could kill the Iron Maiden! Therefore, on

the score of any 6s, the enemy now rolls again to overcome the Iron Maiden's save. Her personal standard save is 5 toughness, 3 resistance and 4 magic. This is providing she has not enhanced her save further with spells or magic items.

If the Iron Maiden loses 3 or more of her own model's body guards, her iron palanquin instantly collapses to the floor! This instantly kills any of the Iron Maiden's remaining body guards and she will suffer the loss of D3 life points immediately, which cannot be saved in any way.

If she survives her tumble to the ground, she must wait there until another Grunt unit comes along to pick her up.

Helpless Iron Maidens who have lost all of their body guard can be '**Marched Over**' and killed by the enemy. The 'March Over' rule is explained on page 31 in the Three Plains Rule book.

Any Grunt infantry unit, but never skirmishers, which must number at least 6 models or more can pick her up and 'save' her. Character models can never hold up an Iron Maiden, so they cannot be counted as one of the infantry models to carry her back into battle.

When she is picked up it will cost that Grunt unit 6 models, which now have to carry her largeness. Those models are removed from the game, as they are now considered to be part of the Iron Maiden's model.

Once she has been saved the Iron Maiden model returns to normal; fighting, moving etc as before.

Mummy Knows Best

Both the Iron Maiden's Bull Suitors and all her Sons are always on their best behaviour, never daring to put a foot out of place.

Therefore, all friendly pieces that are within **8 inches** of an Iron Maiden piece, which includes her unit automatically pass their check for '**Orc Savagery**', as described on page 16.

They simply wouldn't dare to misbehave in front of their dear own mum, or she would have their fun finger cut off!

Note: If these good little Orc boys within 8 inches of their mum charge, they will still go into frenzy as normal.

The Death of the Iron Maiden

Should the Iron Maiden be slain the entire model is removed from the game for good.

If there are any remaining body guards still alive belonging to the lost Maiden, replace the Iron Maiden model with the same amount of Saw body guard models still alive.

Bear in mind; if the remaining unit is less than 3 models 'it' is not a unit or in fact a gaming piece and therefore there is no point in replacing those models. The full rules for '**Unit Pieces**' are described in the Three Plains Rulebook on page 54.

Furthermore, when the Iron Maiden is slain, the Black Lands army don't just lose a general, they also lose their beloved mother too!

So when a Black Lands Orc army take the deviancy check for the death of their general (or dear old Mum) they will double any deviancy dice rolled in that check. The rules for the '**Death of the General**' are explained in the Three Plains Rulebook on page 60.

[**Download Models HERE**](#)

Hags

Blue Snortmaidens are rarely birthed and are always, with one exception, born barren and unable to conceive at all.

These unblessed young female Orcs are unlike normal females in appearance, having a tinted blue complexion instead of a green one. They are mad, skinny, bony and considered to be quite ugly, even by Orc standards.

These vile creatures are called Hags by all their kind because of their looks and inability to produce young.

It is believed that all Blue Orcs, including Hags are the result of their mothers consuming too many Tears, warping their unborn young, and giving their young magical powers, marked by their blue complexion.

Because of the Hags natural magical abilities, this makes them very useful on the battlefield, as they might be mad, but they are still very loyal to their mothers

They might be obedient to their mother's whims, but they are still intolerably insane beasts. They will shout, rant and rave about anything or just nothing... So just like their blue brothers, Hags are quickly driven out as soon as they can walk to go and live with the rest of their kind on the rim of their caravan's borders.

Male Blue Orcs, just like any other male, love and worship their females. So any bowlesh loud mouth Hags will soon become the Queens of the blue hoards, which constantly hover around an Orc caravan's borders.

In times of war, because of their loyalty to their mother, and it's in their interests, these Blue Queens lead their rabbles into battle with the green side of the family.

Hags may consider themselves as Queen of their kind, but they know their place and are totally obedient to their Iron Mothers, and follow their every command to the letter.

	M	A	CR	D	Save	LP	S
Hag	6	1	2	1D - 3	1 3	1	1 +3 Cowardly

Points: 35

Shapes: 1 ▼ & 0.25 ◆

Basic Weapons & Armour: A Good Sharpen Stick (Hand Weapon)

Special Attributes

Immune to Magic & Family Love (See page 18)

+3 Cowardly

Hags are alright screaming and shouting at their blue brothers to get stuck into all the bloody fighting and killing on the battlefield. Except when the danger moves a little closer to them, they suddenly become more interested in preserving their own skins', often

fleeing as far as their little bony legs will carry them to safety.

Hag's have a '**Cowardly**' rating of 3, and this special rule is described in the Three Plains Rulebook on page 66.

more than able to understand magic and wield it in battle to deadly effect!

Hags are '**Wizards**' and follow all the rules for magic casters laid out in the Three Plains Rulebook on page 49.

Unsurprisingly, the mind of a Hag does not lend itself well to the more peaceful or well structured forms of magic on the Middle Plain, as they are quite insane, and twisted, evil creatures. Therefore, all Hag pieces may only use the discipline of Chaos magic and no other. All Chaos magic can be found near the back of the Three Plains Rulebook on page 106.

Furthermore, even though Hags can cast chaos magic, none of their spells will ever affect them because they are Blue Orcs and so still immune to magic. This means Hags cannot cast spells upon themselves, and if a chaos spell 'back fires', as they sometimes do, the Hag will not be affected at all and the chaos spell will just fail instead.

Blue Hags' Attacks

A Hag may shout and scream a good fight in battle, but in actual fact they are anything but deadly in combat. These loud mouth skinny bags of bones are scrawny and pathetically weak creatures, unable to harm the weediest of warriors in combat.

However, against ethereal entities and demons it's a different story. This is because Hags can drain their essence just by merely touching them, which makes these bags of bones quite deadly to those entities.

Models hit by a Hag in combat will suffer -3 magic to their save.



Magic Casters

Because of their mother's bad habits of eating too many Tears, all Male Blue Orcs are infused with the gift of magic. This gives them their blue complexion. It's just a pity their simple insane minds cannot cope with the complexity of warping the ether to their will to cast spells.

A Hag on the other hand, is still quite mad, but is

[Download Models HERE](#)

Orc Bulls

Snortmaidens may rule the roost, but all the minor squabbles and the rest of the general day to day running of an Orc Caravan is left to the Bulls to sort out.

Bull Orcs are marked out for greatness from birth, being bigger, stronger and just a tiny bit more intelligent than the rest of their huge litter.

Having these key advantages, they soon bully their way up through the ranks and are only put in their place by another dominant Bull.

Working their way to the top will no doubt lead to scraps, which can often result in the death of a young Bull.

It is only the rising stars of the caravans that have enough stamina and cunning to tip the scales in their favour, over a battle hardened veteran, who can often be their own father.

It's worth risking life and limb in these bouts, as only the dominant Bull in the caravan will win the right to

mate with the Iron Maiden and sire the next generation of orcs.

A mature Bull can reach nine foot tall and is always terrifically strong. They can even wrestle a fully grown Troll to the ground and kill them with their bare hands.

Such is the killing power and resolve of these creatures that some Bulls have gone down in history as the greatest War lords that the Middle Plain has ever seen.

Unlike a Grunt who works hard over a life time to build a Saw Blade, a Bull, when he grows big enough, just takes a Saw's instead.

Yet, battle hardened Saw warriors will rarely stand by and just let a young Bull take their most treasured possession! So a Saw will always fight to the death to defend their beloved blade and make that naive Bull earn his new weapon. In fact, it has been known from time to time for a Saw to get the better of a Bull, even killing them!

	M	A	CR	D	Save	LP	S
Big Dadda	7	4 +1 Frenzy	6	1-2D - ❷	❷ ❷	5	4 +1 Bravery
Young Bull	7	3 +1 Frenzy	5	1-2D - ❶	❷ ❷	4	4 +1 Bravery
Chariot pulled by War Torn Zags	13	3	4	1-2D - ❷	+ ❶	+4	-

Points:

140 Points for a Big Dadda

90 Points for a Young Bull

Shapes:

A Big Dadda's Shape Rating: 1▼

A Young Bull's Shape Rating: 1▼

Basic Weapons & Armour of a Bull: Saw Blade (Poisoned Hand Weapon)

Additional Options & Extras for Big Daddies

- Great Saw Blade at 20 points, Saw Flail at 20 points, Great Saw Hammer at 20 points, War Net at 20 points or Additional Saw Blade at 20 points
- Shield at 8 points
- Metal (+❶) at 10 points More Metal (+❷) at 20 points
- Chariot pulled by War Torn Zags at 60 points
- Upgrade to give Bull Chariot Scythes at 10pts
- 0 – 3 Magic Items

Additional Options & Extras for Young Bulls

- Great Saw Blade at 15 points, Saw Flail at 15 points, Great Saw Hammer at 15 points, War Net at 15 points or Additional Saw Blade at 15 points
- Metal (+**1**) at 10 points More Metal (+**2**) at 20 points
- Shield at 5 points
- Chariot pulled by War Torn Zags at 60 points
- Upgrade to give Bull Chariot Scythes at 10pts
- 1 Young Bull may carry the army's Battle Standard for 50 points, which can be a Magical Command
- 0 – 2 Magic Items

Special Attributes

Family Love, +1 Bravery, Orc Savagery, Saw Blades, Robust, Dull Witted (See pages 16 to 19) & **War Torn Zag Steeds** (See page 43)

Dadda's and Youth Bulls' Attacks

Bulls are massive creatures and are incredibly strong, being able to pick a man up and tear him apart limb from limb with their bare hands!

All models hit by a Young Bull in combat suffer -1 to their toughness save and each of their attacks has a damage range of 1-2.

All models hit by a Dadda in combat suffer -2 to their toughness save and each of their attacks has a damage range of 1-2.

+1 Fear

Bulls are massive and terrifying creatures. They stand at nine foot tall and are littered with battle scars, scary tattoos and are decorated with the dead of their victims.

As a result of these war-torn creatures appearance, they strike fear in all those who oppose them in battle.

All Bull pieces cause '**+1 Fear**', as described in the Three Plains Rulebook on page 66.

Bulls riding Chariots

Orc Bulls are much taller and bulkier than the standard Orc Grunts, therefore when a Bull rides in a chariot it replaces all the crew.

This means when a Bull rides a chariot it does so on its own, with no other Orcs aboard the chariot, as there just is not enough room.

Furthermore, as the Bull's stats table suggests, the Bull and Chariot fight separately, but a Bull riding a chariot will add the war machine's 4 life points to its own. Therefore, once the model has lost all its wounds, remove the entire piece, both the Bull and Chariot from the game.

[Download Models HERE](#)

[Big Dadda & Young Bull riding a Chariot \(Patrons Only\)](#)

Blue Orc Nutters

Maybe in every hundred grunts birthed, a handful of Blue Orcs are born within that batch. So, Blue Bulls are incredibly rare, but these monstrous anomalies do happen from time to time.

When Blue Orc Bulls reach adulthood they are nearly identical to their Green Brothers, but just like the rest of their kind are totally immune to magic and insane.

These blue monsters are huge, standing at nine to eleven foot high. They are so strong that they have been known to pick up sizable men, one man in each hand and use them as clubs to beat their enemy's with.

Blue Orc Bulls are so scatty and mad, that their green brothers call them 'Nutters' when they fight alongside them in battle, which is one of the rare times they see that side of the family.

Blue Bulls may not share the homed fighting skills of their green brothers, but what they lack in skill, they

more than make up for in crazy frenzied violence in battle! Sometimes, they even freak out their green brothers a little bit too with how they madly smash up the enemy. But no matter how bizarre their brutal barmy fighting style is, they are just as deadly as their green brothers are in combat, if not more so!

These rambunctious monsters rule under their Blue Queens, the Hags, on the borders of their caravan.

Blue Bulls are quite capable of knocking all of their little brothers into line if they need too, but for some reason Blue Orcs tend to be less violent to each other than Green Orcs are.

Perhaps there are less of them and that is why they look out for each other...

Whatever the reason, amongst all the loud chaos in the Blue Orcs' camp, they all appear to get on and seem happy with their lot in life, despite all being outcasts.

	M	A	CR	D	Save	LP	S
Big Crazy	7	4 +1 Frenzy	5	1-2D - 2 - 3	2 2 4	5	2 +3 Bravery
Nutter	7	3 +1 Frenzy	4	1-2D - 1 - 3	2 2 4	4	2 +3 Bravery

Points:

130 Points for a Nutty Brute

100 Points for a Nutter

Shapes:

A Big Crazy Shape Rating: 2▼ & 1★

A Young Bull's Shape Rating: 1.5▼ & 0.5★

Basic Weapons & Armour of a Nutter: Club (Hand Weapon)

Additional Options & Extras for Big Crazies

- Great Blade at 20 points, War Net at 20 points, Flail at 20 points, Great Hammer at 20 points or Additional Blade at 20 points
- Shield at 8 points

Additional Options & Extras for Nutters

- Great Blade at 15 points, War Net at 15 points, Flail at 15 points, Great Hammer at 15 points or Additional Blade at 15 points
- Shield at 5 points

Special Attributes



Immune to Magic, Family Love, Robust, Dull Witted & +3 Bravery (See page 17 and 18)

Nutter's Attacks

A fully grown Blue Orc Bull is about as strong as a Troll. So, they can easily rip a man in two and then use them as clubs in combat, or pick up a war horse and throw it at their enemies if they want.

The worrying thing is that these are actual accounts from warriors who have survived encounters with these crazy oversized fighters.

Yet more interestingly, these monstrous warriors can quite easily attack and destroy ethereal entities, such as ghosts, spirits and even demons.

This is probably because of their immunity to magic. However, Blue Orcs don't actually repel magic, but rather absorb it instead. So when one attacks a magical being of any kind, they drain it of their

essence, which makes even a mere touch from a Blue Orc lethal to those things.

Models hit by a Nutter in combat will suffer -1 toughness and -3 magic to their save, and each attack has a damage range of 1-2.

Models hit by a Big Crazy in combat will suffer -2 toughness and -3 magic to their save, and each attack has a damage range of 1-2.

+1 Fear

Nutters are enormous crazy dangerous blue killers when they fight, or just when they are missing around, and everyone knows it! They are so bad that they sometimes even scare their own green brothers a little bit too...

All Blue Bull pieces cause '**+1 Fear**', as described in the Three Plains Rulebook on page 66.

Frenzy

Unlike their green brothers, all Blue Orcs' minds are totally scrambled! This makes it impossible for them to hold back their killing instincts on the battlefield.

If an Iron Maiden does not keep a watchful eye on her blue sons they will just charge into the nearest enemy they can reach, which might play straight into their hands.

When these blue warriors are in combat, they go berserk! They will unleash a mad barrage of attacks upon their enemies, whilst having a gleeful smile upon their crazy faces.

All Blue Orc Grunts are subject to '**Frenzy**' as described in the Three Plains Rulebook on page 65.

Model Coming Soon

The Runt (Halfwit)

There is always at least one born in every litter, a retch who is a bit weaker, a bit slower and just that bit dimmer than the rest of their kin. Yes, there really is a 'Runt' born in every litter.

In fact, snortmaidens are judged largely on the quality of the young they bear.

If more than two runts at a time are born, it can bring great embarrassment upon a female and shame her entire caravan.

So when a runt is born they are not too popular amongst their own kind, and will have an especially rough life ahead of them.

Yet, no matter how pathetic runts are, they still have their uses. There are always plenty of very easy but hazardous jobs for runts to do, especially on the front line, and why waste a good grunt when a Runt can do it instead?

	M	A	CR	D	Save	LP	S
Runt	6	1 +1 Frenzy	3	1	1 1	1	2 +1 Bravery
Chariot Crew	-	1 +1 Frenzy	4	1			
Chariot pulled by War Torn Zags	14	1	4	1	+2	+4	-

Point: 2

Shapes: 1★

Basic Weapons & Armour: A rusty broken Sword (Hand Weapon)

Additional Options & Extras

- Metal (+1) at 1 points
- Shield at 1 point
- Chariot at 40 points
- 0 – 2 Magic Items

Special Attributes

Family Love, +1 Bravery, Orc Savagery (See page 16 and 17) & **Zag Steeds** (See page 43)

Halfwit

If more than two runts at a time are born, it can bring great embarrassment upon a female and shame her entire caravan.

Yet, no matter how pathetic runts are, they still have their uses. There are always plenty of very easy but hazardous jobs for runts to do, especially on the front line, and why waste a good grunt when a Runt

can do it instead?

The Runt is a '**Halfwit**' piece as described in the Three Plain Rulebook on page 59.

Grunts Riding Chariots

When a Grunt rides a Chariot, as the Grunt's stats table suggests, the Grunt and Chariot fight separately, but the Grunt will add the war machine's 4 life points to its own. Therefore, once the model has lost all its wounds, remove the entire piece, both the Grunt and Chariot from the game.

[Download Models HERE](#)

Grunt riding a Chariot (Coming Soon)

Black Land Orc Units

Orc Grunts

An Iron Maiden's main batch of Grunts will make up the core of her caravan's fighting force.

These green warriors are tough, savage, strong, versatile, numerous and very loyal, which makes them excellent foot soldiers.

In combat, they can match any Human warrior's skill with a blade, and their ferocity and blood lust whilst fighting is legendary!

Such is their bloody savagery in combat that many a good strong line of warriors have been busted strait through just after these frenzied green marauders charged them.

Although, if the enemy can hold their blooded lines together, the frenzied Orcs can end up tiring

themselves out, which can make them vulnerable in combat.

For all their skills in combat, the average Grunt has very dull wits and can find it difficult to overcome their more basic killer instincts. So if left unchecked by their mother, they will often let their lust for blood get the better of them in battle and charge any old enemy, which might play right into their hands.

Whatever one thinks of the Orc Warrior when weighing up all their pros and cons, they should remember this. These green savages were the core soldiers who challenged the Old Powers' air of invincibility. They might not have defeated the Old Powers in battle, but they knocked them off their godly pedestal forever.

	M	A	CR	D	Save	LP	S
Grunt Warriors	6	1 +1 Frenzy	4	1	2 1	1	3 +1 Bravery

Points: 5 per model

Shape: 1 ■ per unit

Unit size: 10 – 70

Basic Weapons & Armour: Clubs & Shields

Additional Options & Extras

- Each model can wear Metal + ① at 1.5 points per model.

- Can be armed with either Spears at 1 points, Additional Hand Weapons without Shields at 0.5 points, War Nets without Shields at 1 point, Great Blades without Shields at 2 points or Great Hammers without Shields at 2 points per model
- Upgrade one model to a Command Piece at 13 points
- One Grunt Unit's Command Piece within an Black Land Orc's army can be a magical Command

Special Attributes

Family Love, +1 Bravery, Orc Savagery, Robust & Dull Witted (See page 16 and 18)

[Download Models HERE](#)

Orc Grunts with Clubs and Shield (Coming Soon)
Orc Grunts with Spears and Shields (Coming Soon)
Orc Grunts with Great Weapons (Coming Soon)
Orc Grunts with two Hand Weapons (Coming Soon)

Orc Grunts armed with Clubs and War Nets (Coming Soon)
Orc Grunts armed with Clubs, War Nets and Metal (Coming Soon)

Grunt Bowmun

Though the average Grunt usually favours wielding an axe or club, some do naturally lean towards the bow as their weapon of choice.

These Grunts develop their bowmun-ship skills quickly when they are just a little retch.

After a Grunt Bowmun's short childhood has ended they will become quite affective with their weapon of choice.

They might not be able to perform the more complex manoeuvres, such as shooting in a Mass Volley formation, but their markmunship is equal to most others on the Middle Plain.

Orcs are in no way master craftsmun, but they often favour making their own weapons and take great pride in this.

These homemade weapons often do them a disservice, as they are usually of a low quality, but with the Orc Bow, this 'homemade' approach has resulted in a bow, which is a cross between a half descent missile weapon and nasty club, and is known as the Spiked Bow.



The Spiked Bow can be used as a normal bow, but if the enemy gets a little too close, it can be used as a pretty nasty spiked club as well.

	M	A	CR	D	Save	LP	S
Grunt Bowmun	6	1 +1 Frenzy	3	1	2 1	1	3 +1 Bravery

Points: 4 per model

Shapes: 0.5 ■ & 0.25 ◆ per unit

Unit size: 5 – 15

Basic Weapons & Armour: Spiked Bows (Both Short Bow & Hand Weapon)

Additional Options & Extras

- Upgrade a Short Bow to a Bow for 0.5 points per model
- Each model can wear Metal + 1 at 3 points per model and 1 ◆ per unit.

Special Attributes

Family Love, +1 Bravery, Orc Savagery, Robust & Dull Witted (See page 16 and 18)

[Download Models HERE](#)

Grunt Slingers

Though the sling is a simple weapon, it can take a lifetime to master, but believe it or not, there are a few Black Land Orcs who have mastered the art of wheeling this weapon in a very short time.

Orcs usually take about four high moons to reach full maturity, which is incredibly fast compared to humans.

In this short time they will learn all they need to know, which sometimes can be quite complex tasks, such as building and maintaining their own weapons and mastering them in combat. However, once a Retch grows into an Orc, their skulls harden, and trying to get them to learn any new skills after that point is nearly impossible!

Grunt Slingers are especially bright amongst their own kind. Not only can they handle their slings very affectively in battle, but they can work more independently away from their mother's watchful eyes.

Grunt Slingers will be often sent over enemy lines to scout and lie in wait hidden for an unsuspecting enemy to approach them. When they pounce upon their foes, they will pelt them with their deadly poisoned missiles, killing them where they stand.



If it comes to a fight, Grunt Slingers are still Orcs and so love a good scrap, but don't have the weight of ranks to hold back other units in battle like their other green brothers do.

Because of their talents and weaknesses in combat, these special green skins are respected amongst their own kind and are not idly thrown away on charges like the ordinary Grunts are by their beloved Iron Mothers.

Instead, in battle they are held back to pelt the enemy from a far at a safe distance. Otherwise, they might get the wrong idea and charge headstrong

into a well formed up enemy who would murder them, which would just be a waste of their talents.

	M	A	CR	D	Save	LP	S
Grunt Slingers	7	1 +1 Frenzy	3	1	2 1	1	4 +1 Bravery

Points: 9 per model

Unit size: 3 – 10

Shapes: 0.5◆ per unit

Basic Weapons & Armour: Small Axes, Slings, & Shields

Special Attributes

Family Love, +1 Bravery, Orc Savagery, Robust & Dull Witted (See page 16 to 18)

Level 2 Poison

Both Blue and Green Orc Slingers use whatever comes to hand for their sling Bullets. Therefore, most of their ammunition are understandably little black pebbles found dotted all over the desert floor of their home lands, which just so happens to be highly poisonous.

All successful missile hits from both Blue and Green Orc Slingers count as '**Level 2 Poisoned**' attacks, as explained in the Three Plains Rulebook on page 68.

Skirmishers

When handling the sling in battle, it does not allow for close nit formations of warriors packed together. So Orc Slingers have learnt to fight and move in a loose formation to accommodate their weapon of choice in battle.

Orc Slingers move and fight in a '**Skirmished**' formation, as explained in the Three Plains Rulebook on page 58.

Scouting

Grunt Slingers are especially bright amongst their own kind. Not only can they handle their slings very affectively in battle, but they can work more independently away from their mother's watchful eyes.

Grunt Slingers will often be sent over enemy lines to scout ahead of the main horde and lie in wait hidden for an unsuspecting enemy to approach them. When they pounce upon their foes, they will pelt them with their deadly poisoned missiles, and kill them where they stand.

If it comes to a fight, Grunt Slingers are still Orcs and so love a good scrap, but don't have the weight of ranks to hold back other units in battle like the rest of their brothers. So they will have to exercise a lot of self control out on their own in the field and keep their distance away from the enemy. Otherwise, they could wind up in combat and getting themselves killed, and that would be a waste of their true talents.

Orc Slingers can '**Scout**' as described in the Three Plains Rulebook on page 68.

[Download Models HERE](#)

Orc Retches

Unlike other races that go to war to safeguard their young's future, Orcs often herd their young onto the battlefield to sort out the weak from the strong and of course to build character.

A single caravan can have thousands upon thousands of young to 'care for' at any one time. So if one or two... thousand or more are lost in the odd campaign no one will care! Not even their own mothers, the Iron Maidens will shed a single tear at the sight of their own children being slaughtered in mass on the battlefield.

Thankfully though, the little Retches don't have any sense of their own mortality yet. In fact, wild horses could not drag them off the battlefield, not when they are having so much fun killing and maiming their mum's enemies.

So, hundreds may die at a time, but at least no one can say they are forced to fight. Plus, for the little ones who survive will always have happy memories of that special day they spent with Mummy and their big Brothers.

In combat, these tiny Orcs are poorly armed, fighting with anything that comes to hand. These little beggars will fight with rocks, sharpened sticks and shards of metal and are known to have a nasty bite, which can remove an entire finger if you're not careful.

Despite their makeshift weapons in battle, these small green bags of skin and bones, are ferocious little killers, which makes their mothers very proud of them of course.

There is plenty of danger in a raging battle to snuff out a little Retch's life before they grow up, but believe it or not, they are in more danger off the battlefield than they are on it.

The problem is their foul little mouths! They say a Retch learns how to curse before they can walk or fight.

So foul and wounding is their language that many insulted adult Orcs often batter them to death when they manage to get their hands on them.

If it was not for the Retch's ability to out run and outfox their older brothers, they would be no future generations of Orc Grunts at all.

However, this 'talent' of theirs can play to the Orc's advantage on the battlefield. This is because the little sods often draw in the less disciplined enemy warriors to fight them with their taunts.

As a pack of Retches always fight to the death in combat, this leaves the antagonised enemy wasting precious man power, time and energy fighting and killing them off for little military gain.

	M	A	CR	D	Save	LP	S
Retches	4+D3	1 +1 Frenzy	2	1 -①	① ① ①	6	1 Unbreakable

Points: 18 per model

Unit size: 1 – 9

Shapes: 1 ■ & 1 ◆ per unit

Basic Weapons & Armour: Needle Sharp Teeth and Nails, and Stones, Sharpened Sticks and anything else they can get their little nasty grubby hands on! (Hand Weapons)

Special Attributes

Orc Savagery (See page 16)

Little Mobs of Hooligans

It's hard enough to get adult orcs to get into rank and file to form a decent fighting formation. So, you can forget getting a bunch of mindless little yobs into any form of regimented unit.

Retches always fight and move in a '**Mob**' formation, which **always** suffer from '**Flimsy Ranks**'. Both of these special rules are described in the Three Plains Rulebook, 'Flimsy Ranks' are explained on page 44 and 'Mobs' are explained on page 58.

Unbreakable

Keen to impress the adults around them and with no sense of their own mortality, in battle scores of Retches are usually slaughtered, as they are poor fighters.

On the other hand, they never disappoint their dear old Mums, as they never run away from danger. In fact, they seem to always run head long into it! They may get murdered in combat, but at least they will hold up the enemy for a bit eh...

A unit piece of Retches are totally '**Unbreakable**' on the battlefield, and so never have to take a break check for any reason. This emotional state is fully discussed in the Three Plains Rulebook on page 67.

Damn Nuisance!

No matter how many you put to the sword, they just keep on coming!

Though a gaming piece of Retches are classed as Mobs, if their numbers fall below 3 models, they do not become an 'it' or a non-gaming piece and must instead remain in play until all the Retch models have been slain. How units become an '**it**' is fully discussed in the Three Plains Rulebook on page 54.

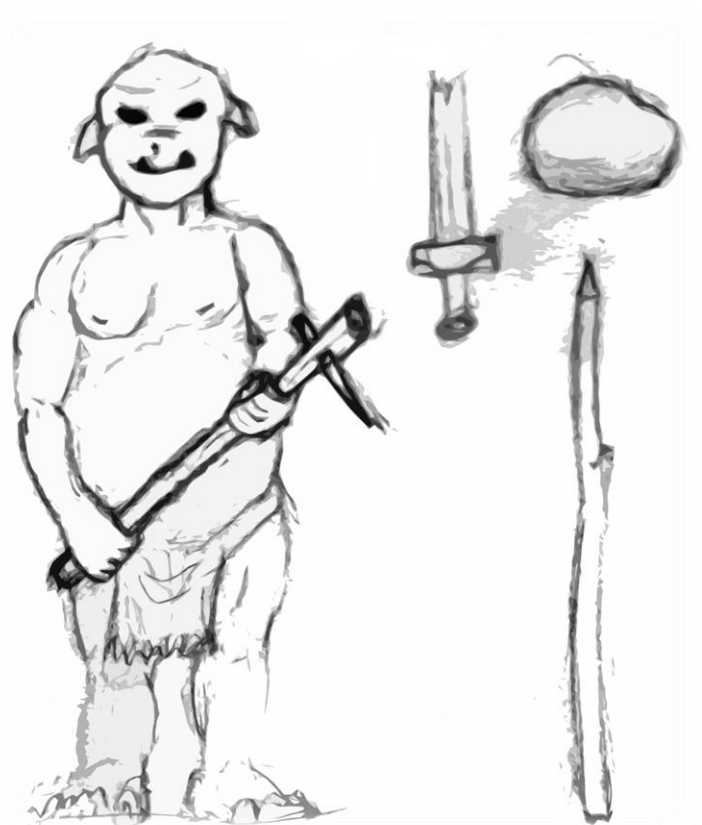
Tormentative (DC)

It is a complete mystery how orcs survive their own childhoods, as the very first thing they usually learn to do is curse at each other and their older brothers.

This enrages the adult Orcs around them, who will murder them if they could catch the little buggers!

On the other hand, in front of their lovely green wart covered Mummies, they are always as good as gold.

Retches' foul little mouths usually draw way to much attention to themselves on the battlefield, landing them into far too much trouble for them to handle. Therefore, Retches have the special attribute of '**Tormentative**', as described in the Three Plains Rulebook on page 68.



[Download Models HERE](#)

Blue Orcs

Blue Orcs are completely insane! They're so mad that their green brothers drive them out of their caravan as soon as they can walk. Although, no matter how mad they are, the bond between mother and her blue children is still very strong.

Banished Blue Orcs will trail their mother's caravan everywhere it goes, only appearing to fight alongside the rest of their green brothers in battle.

Despite their madness, the most peculiar thing about Blue Orcs is that there was no record of them before the Orcs were forced to dwell in the Black Lands.

Blue skins appeared when what remained of the Orc race fled to the black wastes and their females started to eat excessive amounts of Tears.

These magical orbs of solid mana must have contaminated the developing infants in their mother's wombs to create the first of the Blue Orcs.

Most learned wizards who argued this point, said it would explain their natural resilience to magic and

their blue complexion, which is all undeniable.

Blue Orcs have a very short concentration span, which makes it impossible to learn how to get into a tight unit formation like their green brothers can.

Also, As one can imagine, blue skins care little for practicing with their simple weapons they fashion out of wood, bone and stone. So they simply do not have the same mastery over their weapons like their green brothers do in combat.

So, their mix of crazy mindless murderous savagery can make them deadly in combat, but in a wider war, they are unreliable and hard to control.

One more advantage of fielding Blue Orcs in battle is that they can easily defeat Demons, Undead and other seemingly invincible ethereal beings in combat.

Blue Orcs simply just have to touch these beings and they will simply start to dissolve to nothing, which makes them deadly against them in combat.

	M	A	CR	D	Save	LP	S
Blue Orc Grunt Warriors	4+D3	1 +1 Frenzy	3	1 - 3	2 1 3	1	2 +2 Bravery

Points: 10 per model

Shapes: 1 ■, 0.5 ◆ & 0.5 ★ per unit

Unit size: 10 – 40

Basic Weapons & Armour: Two Clubs (Two Hand Weapons)

Additional Options & Extras

- Upgrade one model to a Command Piece at 15 points

Special Attributes

+2 Bravery, Immune to Magic, Robust & Dull Witted
(See page 17 to 18)

Frenzy

A Blue Orc's mind is totally scrambled, making them all completely insane. Yet, this trait can benefit them

in combat, as they unleash a frenzy of stone axes and clubs on the enemy that is incredibly difficult to fend off.



This is because they are incapable of focusing their minds to train with their primitive weapons. Or so their green brothers believe. In fact, no one really knows what they do out there in the wastes, away from their mother's caravan...

On the other hand, these crazy blue warriors make up for their lack of skills in combat when they attack ethereal entities, such as ghosts, spirits and even demons.

When Blue Orcs attack a magical being of any kind, they drain it of their essence, which makes even a mere touch from a blue skin deadly to those entities.

On the other hand, if the Blue Orcs fail to break their enemy quickly in a fight, they can tire and become easy prey for the enemy to pick off.

Blue Orc Grunts are subject to going into '**Frenzy**', as described in the Three Plains Rulebook on page 65.

Blue Orcs' Attacks

Blue Orcs are arguably more savage in combat than their green brothers are, but they simply cannot match their skills with their weapons in battle.

Models hit by a Blue Orc in combat will suffer -3 magic to their save.

Mobs

Blue Orcs are just too crazy and mad to form up into ranks and keep that formation during a battle.

So when they do gather for battle, they do so in a large unorganised rabble of warriors, which is not as effective as most good infantry units in combat.

Blue Orcs move and fight in a '**Mob**' formation as described in the Three Plains Rulebook on page 58.

[Download Models HERE \(Patrons only\)](#)

Blue Grunt Slingers

How Green Orcs live is pretty well understood, but how their blue brothers live is a complete mystery, even to the rest of their own green kin.

Because of how crazy Blue Orcs are, as soon as they can walk, their own green brothers will drive them out and force them to live on the edges of their caravan's borders.

There they will remain for the rest of their lives, forever trailing their mother's caravan wherever it goes. Only on a raid or at times of war will their blue brothers be allowed to return to the fold and fight alongside their green family.

Occasionally, the odd mad frantic cries and yells come ringing out of the darkness, and sometimes the dim glows of their fires can be seen, but nothing more is known about their lives.

Other than this, the green side of the family will never see the other crazy half.

It is a complete mystery how the utterly scrambled minds of some Blue Skins have managed to master

the sling! Perhaps they are trying to copy their green brothers on the battlefield or maybe there's more to their minds than most believe.

Whatever the case may be, when Orc caravans march to war, Blue Slingers can be quite a common sight indeed in their horde.

Blue Orc Slingers may be mad, but they make quite an effective mobile missile fighting force on the battlefield, and like their green brothers, they too use the poisonous Blank Land rocks for their weapon's bullets.

Blue Orcs magic immunity makes them particularly annoying to wizards, as they cannot use their spells against them in battle. Coupled this with their loose formations they operate in on the battlefield, this can make them difficult to pick off with shooting and magic.

Unlike their green counterparts, Blue Orcs simply cannot resist their killer instincts, which will often make them charge into enemies who will easily overpower them in combat.

	M	A	CR	D	Save	LP	S
Blue Orc Slingers	7	1	2	1 - 3	2 1 3	1	2 +2 Bravery

Points: 13 per model

Unit size: 3 – 10

Shapes: 0.5■, 1◆ & 0.5★ per unit

Weapons & Armour: Clubs, Slings & Shields

Special Attributes

+2 Bravery, Immune to Magic, Family Love & Robust & Dull Witted (See page 16 to 18)

Frenzy

All Blue Orcs' minds are totally scrambled, which makes them all completely insane.

Their warped crazed minds drive them to unleash a frenzy of stone axes and clubs in combat upon the enemy, which is incredibly difficult to fend off.

On the other hand, if the Blue Orcs fail to kill or break their enemy quickly in combat, they can tire and become easy prey for their opponents to pick off.

Blue Orc Grunts are subject to '**Frenzy**' as described in the Three Plains Rulebook on page 65.



Level 2 Poison

Both Blue and Green Orc Slingers use whatever comes to hand for their sling Bullets.

This usually ends up being these little jagged sharp black rocks they find in the wastes of the Black lands, which is also highly poisonous.

A mere cut from a slinger's bullet can make a man become very ill quickly, or even kill him in a couple of days, if he does not find a healer fast.

All successful missile hits from both Blue and Green Orc Slingers count as '**Level 2 Poisoned**' attacks, as explained in the Three Plains Rulebook on page 68.

Blue Orcs' Attacks

All Blue Orcs are just a savage in combat as their green brothers are, but they simply cannot match their skills with their weapons in battle.

This is because they are incapable of focusing their minds on training with their weapons. Or so their green brothers believe anyway.

In fact, no one really knows what they do out there in the wastes away from their mother's caravan...

On the other hand, these crazy blue warriors make up for their lack of skill in combat when they attack ethereal entities, such as ghosts, spirits and even demons.

This is probably because of their immunity to magic. Although, Blue Orcs don't actually repel magic, but rather absorb it instead. So when one attacks a magical being of any kind, they drain it of their essence,

which makes even a mere touch from a Blue Orc deadly to those entities.

Models hit by a Blue Orc in combat will suffer -3 magic to their save.

Skirmishers

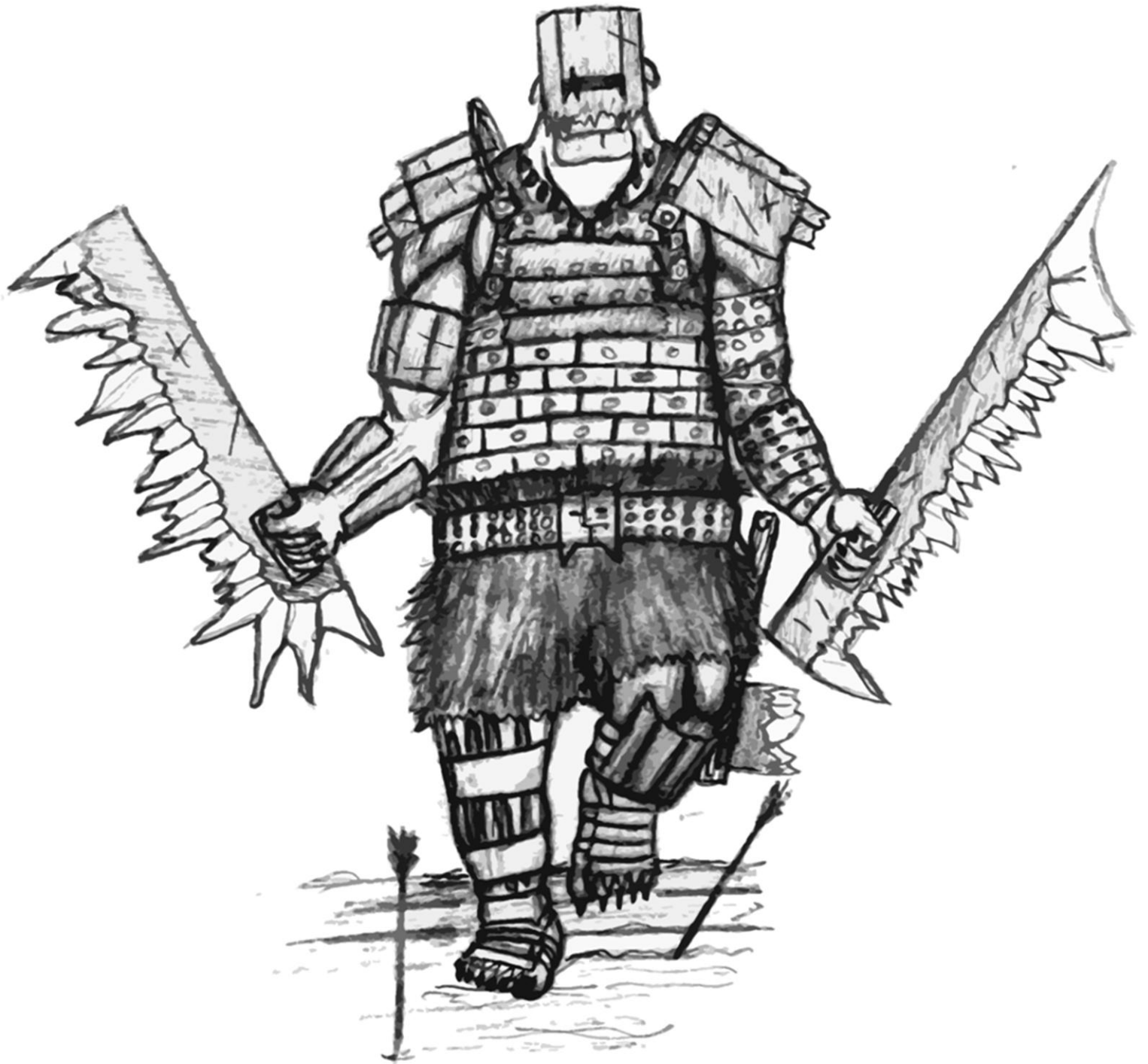
The Sling will only work in a very loose group of warriors.

Their weapons' limitations have forced Blue Orc Slingers to somehow learn how to fight and move in a skirmished formation.

Blue Orcs fight and move in a '**Skirmished**' formation, as described in the Three Plains Rulebook on page 58.

[Download Models HERE \(Patrons only\)](#)

Orc Saws



The Orc Saws say "The best survive, and that's us"!

Saws are the greatest warriors amongst the grunts. They have endured countless battles and their bodies are riddled with war wounds and scars.

Yet, it's not their prowess in battle which has earned

them a place in this elite band of blood brothers, but the blades they carry into battle.

You see, a battle group of Saws can be likened to a 'Gang' of young human street children, who often have to have one key item to enter it, and for these childish warriors it's their revered Saw Blade.

When an Orc possesses such a weapon it is a testimony to just how many battles they have fought in, and shows off their skills as a weapons smith.

From the day an Orc is born, they are totally on their own from day one! They are never given any weapons or armour, or even much in the way of any help at all from their own Brothers or even their dear old Mum!

So an Orc has to gather, scavenge, plunder, kill for and build all their own weapons and armour for themselves. This alone can take the best part of an Orc's short life to achieve.

Only the most skilled, fearless and so finest Orc warriors stand any chance of crafting a Saw Blade. This ensures that only the best join a Saw gang, and this makes the Saws the Black Land army's elite fighting force.

When an Orc is finally ready to craft their own Saw Blade after many high moons of battling, a Grunt will sneak off to where they stashed their metal. They will spend hours working their steal to eventually

forge their own Saw Blade.

During this time, they might even have to fight to defend their prize, and if need be, even kill their brothers who try and steal their precious metal away from them.

To most, a Saw Blade does not look like much, because usually they are made up of one or two pieces of harden steal bolted together.

These blades often have one cutting side, which has a serrated edge for ripping and tearing the flesh off their targets. They are never cleaned, only sharpen after a battle. So the rotting flesh and blood of their victims is left upon a Saw Blade to fester.

This makes these weapons highly infectious with bacteria, which only makes them even more deadlier in combat.

Once an Orc has made their first Saw Blade, it will be the crowning achievement of their short brutal lives, as now they can join the hardest gang in the caravan, the Saws.

	M	A	CR	D	Save	LP	S
Saw Warriors	7	2 +1 Frenzy	5	1	4 1	1	4 +1 Bravery

Points: 15 per model

Shapes: 1 ♦ per unit

Unit size: 10 – 40

Basic Weapons & Armour: Two Saw Blades (Two Poison Hand Weapons) & More Armour

Additional Options & Extras

- Exchange Additional Hand Weapons for a Great Saw Blade at 2 points per model
- Upgrade one model to a Command Piece at 15 points, which can be a Magical Command

Special Attributes

+1 Bravery, Orc Savagery, The Saw Blades, Robust & Dull Witted (See page 17 to 19)

[Download Models HERE \(Patrons only\)](#)

Beasts of the Black Lands

Zags & War Torn Zag Steeds

Horses are just too soft, weak and needy to survive the wastes of the Black Lands. Camels are better suited to living on the wastes, but are slow creatures, and on the battlefield don't put up much of a fight.

So Orcs have attempted to domesticate 'Zags', which are only indigenous to the Black Lands, which are tough and hardy beasts with a very nasty bite!

Zags have very similar body types to horses, but are covered in thick tough scaly green skin and have a crocodile like head with hundreds of razor sharp teeth spilling out of their long jaws. Their bite is as every bit as nasty as a crocodile's too!

In the wild they can easily run down their prey over many leagues. As soon as their prey slows down, these merciless carnivores will bite and tear chunks of flesh out of them to bring them down quicker.

Once the Zag's victim is out of fight, they will easily make short work of their body. A Zag will slice and dice up their victim and even devour many pieces of them whole in one gulp.

A Zag's bite pound for pound is one of the most powerful on the Middle Plain. They can easily bite through thick hide, bones and even iron and steel armour.

On the battlefield Orcs use their Zag driven iron war chariots to smash into their enemy's ranks, to break them and run them down if they flee.

If the chariot gets bogged down in combat, along with the Orc Fighters, the Zags will not shy away from combat.

These ferocious beasts will bite and snap at the enemy. If a foe gets too close, a Zag can easily rip off one of their limbs, thanks to the power of their colossal jaws.

The only drawback to using Zags in battle, as posed to Horses is these beasts could attempt to feed on the dead after a fight. When a chariot's Zags have made up their minds to feed, no amount of yelling or whipping will get them to move on until they have had their fill.

This stops the chariot from driving off and charging another enemy on the field.

To make matters worse, if the Zags over gorged themselves on their dead victims, they will want to sleep, and become sluggish and slow.

The unresponsive beasts will not move, no matter how much their masters yell and beat them.

Only when the Zags have fully digested their meal, will they return back to life and do as their masters bid them.

When this happens, suddenly a devastating Iron Chariot of War pulled by these ferocious beasts becomes useless and a sitting duck for their enemy's to attack.

Most Orc's Zags have been trained to avoid feeding during a battle, but from time to time their natural instincts still get the better of them...

	M	A	CR	D	Save	LP	S
War Torn Zag Steeds	13	3	4	1-2 - ②	-	-	1
Zag Stead	13	2	3	1-2 - ②	-	-	1

Points: (as indicated rider's options)

Taber's Basic Weapons & Armour: Teeth and Claws.

Special Attributes

Zag's Bite Attack

A Zag's bite pound for pound is one of the most powerful on the Middle Plain. They can easily bite through thick hide, bones and even iron and steel armour.

In the wild, Zags will run alongside their prey and use their powerful teeth fill jaws to inflict crippling mortal wounds upon them.

These wounds will break bones or draw so much blood that the prey will be forced to slow or stop. Then the Zags will feed upon their fresh meet, whilst their still alive.

At full power these beasts' jaws have even been known to slice a man in two with just one bite!

All models hit by a Zag in combat suffer -2 to their toughness save and each of their attacks has a damage range of 1-2.

Gorging Zags (DC)

Zags will often want to feed just after making a kill, which can be a huge problem for the chariots they pull, as their masters will want to charge into another enemy on the field as soon as they can.

When a chariot's Zags have made up their minds to feed, no amount of yelling or whipping will get them to move on until they have had their fill.

To make matters worse, if the Zags over gorged themselves on their dead victims they will become sleepy - leaving them slow and sluggish.

No matter how much their masters yell and whip these lazy beasts, they will not move, which can leave them open to an enemy counter attacking them.

Most Zags have been train to avoid this behaviour during a battle, but from time to time their natural instincts still get the better of them.

Every time an enemy flees away from chariot pull by Zags, they must immediately take a '**Deviancy Check**', as described in the Three Plains Rulebook on page 12. This check must be taken before deciding if the chariot piece pulled by Zags will pursue or not.

If the check is passed the chariot pulled by Zags can pursue the enemy, or take another deviancy check to hold their ground as normal.

If the check is failed the entire piece cannot pursue the enemy out of combat, and cannot move in their next turn at all. This is because the Zags have started to wolf-down the enemy's flesh, despite what their masters want them to do! After that turn the chariots can move as normal. If they are charged by the enemy whilst they are feeding, the piece will fight as normal, but still will not pursue the enemy out of combat if they flee.

If the check is failed and **NO** passes at all are scored in that roll, the Zags will gorge themselves on the dead, and become drowsy. If this happens, for the rest of the game the chariot piece cannot move and its Zags will suffer -1 to hit in combat. If they are forced to flee, they can only move at half pace.

Tabers and their Piper

A Taber is a large flightless bird that stands nearly as tall as a man, and is covered in thick colourful blue feathers.

Tabers have large, orange hooked shape beaks that could easily slice a man's arm clean off after one snap. They can also swiftly disembowel a man in the blink of an eye with their razor sharp claws.

They make up for their lack of flight with their remarkable speed they can tear across the wastes of the Black Lands! In fact on the ground, there are not many other creatures who can match their pace.

Many an unsuspecting traveller has met a gruesome end due to the packs of Tabers, which roam the Black Lands in a constant search for anything to devour, including other smaller and weaker packs of Tabers.

Unusually for a predator, Tabers are a highly decorated creature and always stand out from their surroundings.

Normally for a predator, this would work to their disadvantage, but the Tabers use their bright colours to herd their prey into traps or off cliffs, which displays their high intelligence.

When you first see a lone Taber on the horizon, your natural instinct would be to run in the opposite direction. This would be your first and last mistake,

as soon you would find yourself being herded by the beasts into their trap.

Soon you would find yourself facing the edge of a cliff or surround by a pack of Tabers.

You must jump, or face down an entire pack of hungry Tabers. Either way, you will soon be dead and devoured by those cunning creatures.

Even though these beasts are generally hated and feared by all, Orcs recognise a kindred spirit in these beasts and have domesticated them, well; to a large extent anyway...

The Orcs use Tabers largely for hunting, but in times of war, they heard them into battle in huge packs and unleash them upon their enemies.

In combat these wild beast will savagely claw, snap and bite at their enemy's, tearing their lightly armoured opponents to shreds.

Despite all the Tabers biting and scratching, they are no match for a fully formed up unit of troops and will fold very quickly against most enemies in rank and file.

So because of their strengths, Tabers are best suited for attacking lightly armed targets on the battlefield, such as archers and crews of war machines who won't put up much of a fight against them.

	M	A	CR	D	Save	LP	S
Piper	7	1 + Frenzy	3	1	3 1	1	4 +1 Bravery
Taber Pack	15	3	3	1D -1	2 1	5	2

Points:

9 points for an Orc Piper per model
21 points for 1 Taber Pack model

Shapes: 0.5◆ per unit

Unit size: Only 1 Piper can accompany a Taber pack at a time and Taber packs can number from 1 – 5 bases.

Piper's Basic Weapons & Armour: Metal and Axes.

Taber's Basic Weapons & Armour: Teeth and Claws.

Special Attributes

+1 Bravery, Orc Savagery, Robust & Dull Witted
(Piper only, see page 17 and 18)

Taber Attacks

Tabers are lightening fast and their attacks are no different. These violent giant birds can easily snap off a hand or even the entire arm from the most nimble opponents in a fight.

All models hit by a Taber in combat suffer -1 to their agility saves.

The Piper

The Piper gaming piece is treated very differently from a normal Beast Master piece, and has its own special rules, which are as follows.

As an Orc, even a particularly agile one, can never keep up with a pack of Tabers. So a Piper has to control them with a special musical pipe, instead of running alongside them.

Thanks to this special piece of equipment, the Piper and his pack of Taber's can be deployed separately and move (both using point to point movement) independently from each other during the game. However, both must remain within 28 inches of each other, otherwise the Piper will lose control of his pack of Taber's.

If the pack strays beyond the piper's 28 inches musical range, the pack moves out of ear shot of their master's signals, and immediately turns '**Wild**'. This rule is explained in the Three Plains Rulebook on page 61.

If a Piper has lost control of his pack of Tabers and they have turned wild as a result, all is not lost. If the Piper can manage to get within 28 inches of them again, he immediately regains control of his pack and the Tabers are no longer wild. Once the Tabers are back under their Piper's command, they can be used as normal from that point on.

If the Piper is slain, fleeing or enters into combat, he instantly loses control of his pack of Taber's and they immediately turn wild.

To fully control his pack of Tabers the Piper must be able to 'see' them at all times using their '**Primary Sense**', which is explained on page 17.

If the Piper loses 'sight' of his pack, the Tabers must remain stationary and cannot move until their master can see them once again. If the Tabers are attacked in the meantime they will fight, flee and rally as normal.

When setting out Tabers and their Piper in the deployment phase of the game, both pieces must always be set out together as one piece.

After the game starts, both the Piper and his pack of Tabers can move independently from each other as two different pieces.

When both Tabers and Piper are working together in a unit, they follow all the normal rules for '**Beast Units**' led by beast masters, as described on pages 61 of the Three Plains Rulebook.

If the Piper and their packs are separated, as they usually are, they work as individual pieces taking hits from combat, missile, magical and other tests separately.

Because the Piper rears their packs from chicks, the master and his beasts learn how to get along and how to understand each other. So only the original Piper from a pack of Tabers started off with can control their own pack, and no other.

Note: A Piper out on his own, away from his pack of Taber's, counts as an '**Insignificant Gaming Piece**', as explained in the Three Plains Rulebook on page 37. Also, a lone Piper may be '**Marched Over**', as explained in the Three Plains Rulebook on page 31.

Camouflaged Capes

Unusually for an Orc, a Piper would prefer to hide and let their Tabers do all the fighting and dying for them.

So Pipers end up stitching their own camouflaged capes out of leather and use animal fats to stick branches, leaves, grass or anything which will help them blend into their surroundings.

The end result is a cape that nearly makes them invisible to the enemy's naked eye on the battlefield.

Thanks to a Piper's Camouflaged Cape, enemies suffer -1 to hit them whilst shooting at them.

Flimsy Ranks

In combat, despite all the Tabers biting and scratching, they are no match for a fully formed up unit of professional warriors in rank and file, and will fold very quickly if they meet them head on in battle.

Therefore, a gaming piece of Tabers suffers from '**Flimsy Ranks**', as described in the Three Plains Rulebook on page 44.

Loyalty Rating of 0

The Orcs of the Black Lands are cruel overlords to all their live stock.

From their human slaves, which serve them, to their horses, which pull their chariots, all will know the Orcs' cruelty and be slashed and beaten daily.

When a slave has reached the end of their serving life, they will be consumed by their green masters, as nothing is put to waste in the Black Lands.



Tabers however have a better relationship with their masters than most other Orc's slaves, as a Piper rears them from being chicks.

Some believe they may even like each other, but most believe that would be a step too far for the Orcs.

Tabers have a '**Loyalty Rating of 0**', which is explained in the Three Plains Rulebook on page 62.

[Download Models HERE](#)

Giant Wolf Spiders and their Orc Masters

Unlike the rest of Many, there is not many things to eat in the Black Lands, and most creatures have to scratch out a living there just to survive.

However, there are plenty of things that fly over the wastes, and the Giant Wolf Spiders have evolved an extraordinary way to get at these rare meals.

Amazingly these large intelligent spiders work together to shoot their web balls at their airborne prey to knock them out of the sky. As their prey struggles to get free and back up into the air again, these cunning arachnid packs pounce on and poison their prey with their giant fangs.

When they struggle no more, only then will the spiders feast upon their partly liquefied flesh, which has been dissolved by toxins in their poison.

Even though these packs of spiders can just about live on anything, they will not touch Orc meat, which is most likely because of its extremely tough, chewy and sour taste.

Thanks to the foul taste of Orcs, and these intelligent arachnids living in packs, has made it possible for the Orcs to use them for hunting and making war upon their enemies.

The Orcs of the Black Lands have learned to harness these special arachnids' skills in battle. They use these eight legged monsters because they do not have any flying machines or beasts to call into battle to challenge an airborne enemy in the skies. So, they rely on their packs of Giant Wolf Spiders to shoot these flying threats down.

Under the direction of their beast masters, the Wolf Spider will choose a target, and will spit dozens of web balls up at them in the air. If enough of these sticky balls hit their mark, it will slow them down and could even force flying beasts to the ground.

Once grounded, their beast masters will unleash their Wolf Spiders upon their victim. They will pounce upon their prey and drive their giant fangs into their flesh, pumping their lethal poison into their victim.

So deadly is their venom, that one drop will kill a man instantly. Bigger creatures can resist their poison for a while, but it will always kill them in the end.

Giant Wolf Spiders are fast, agile in combat, and they can even cast their webs at other nimble enemies to entangle them. Also, most living things have a healthy fear of all things that crawl on eight legs, which can frighten lesser warriors in combat and even drive them off the battlefield.

Although, for those who stand up against these over grown arachnids will find their exoskeletons are not too tough and can easily be sliced through with most good iron or steel blades. In fact most warriors will have no trouble despatching these over grown insects in battle.

Nevertheless, the bigger monsters will always avoid conflict with these creatures, as just one unlucky bite from their fangs means it's all over for them regardless of how many they squish in battle!

	M	A	CR	D	Save	LP	S
Beast Master	6	1 + Frenzy	3	1	2 1	1	3 +1 Bravery
Giant Wolf Spiders	10	2 Lv 4 Poison	3	1D -3	1 2	4	1

Points:

4 points for an Orc Pack Master per model
35 points for 1 Grey Wolf Spider Pack per model

Siege Points (Defenders Only)

- 25 points for an Orc Pack Master per model
- 100 points for 1 Grey Wolf Spider Pack per model

Shades: 0.75◆ per unit

Unit size: 2 – 6 Giant Wolf Spiders and 3 - 8 Beast Masters.

Piper's Basic Weapons & Armour: Axes.

Taber's Basic Weapons & Armour: Teeth and Claws.

Additional Options & Extras

- Any pack master piece may add on Metal (+**1**) at a cost of 3 point per model.

Special Attributes

+1 Bravery, Orc Savagery, Robust & Dull Witted
(Beast Masters only, see page 16 and 18)

+ 1 Fear

Most living creatures have a healthy fear of all things that crawl on eight legs, and Wolf Spiders are the size of a large dog, which makes these insects truly scary things to fight in combat!

Giant Wolf Spiders have '**+1 Fear**', as explained in the Three Plains Rulebook on page 66.

Giant Wolf Spider Attacks

Giant Wolf Spiders have ultra fast reflexes and can fling out their webs in combat to ensnare their prey. Once their foes are entwined in their webs and unable to move, the arachnids will sink their fangs into them and fill them with their lethal poison to finish them off for consumption.

All models hit by a Giant Wolf Spider in combat suffer -3 to their agility saves. Furthermore, there strikes in combat count as '**Level 4 Poisoned**' attacks, as described in the Three Plains Rulebook on page 68.

Spit Web Balls

Black Land Orcs do not have any flying machines or beasts to call into battle to challenge their airborne enemies in the skies. Instead, they rely on their packs of Giant Wolf Spiders to deal with this problem.

The Wolf Spider will spit dozens of web balls up at an airborne target. If enough of these sticky balls hit their mark, it will slow them down and could even

force flying beasts to the ground.

Once grounded, the Wolf Spiders will pounce upon their prey and drive their giant fangs into them, pumping their lethal poison into their victim. So deadly is their venom, that one drop will kill a man instantly. Bigger creatures can resist their poison for a while, but it will always kill them in the end.

Each web ball has a range of 16 inches and each spider base has 2 missile shots each, which are rolled out as normal. However, the spiders do not suffer any shooting penalties for moving and shooting.

The spider web balls do not cause any damage to their target in life points like normal missile attacks do. Instead, for each hit scored, the enemy suffers -2 movement and -1 to their agility save. If one or more 6s are scored when rolling to hit a flying target, the entire piece must land immediately and cannot take off again until it clears away those Web Balls that forced it to land.

If a war machine is hit by a pack of Wolf Spiders' Web Balls, it cannot shoot until it can clear all the spiders webbing away, as explained a little further underneath.

To mark out each web balls affect upon its target, place down next to that piece a '**Web Marker**' provided in the Black Land Orcs download Folder.

Note: There are 2 different types of 'Web Markers'. One indicates -2 movement and -1 agility off a piece's save. The other marks out the grounding of a



flying piece, and also indicates -2 movement and -1 agility off a piece's save.

At the very beginning of the enemy player's turn, for each marker they have on any of their pieces, they roll a D6. On the

score of a 1 to 3 the web marker remains upon the target and continues to affect them. However, on the score of a 4 to 6, the web marker is removed and will no longer affect that piece.

An entangled piece can totally free itself from all the web markers on it by remaining still for one full turn. They cannot shoot, cast magic or move during this time. If a piece can manage this, all negative effects from the webbing are removed, and the piece can once again be used as normal. This means that entangle stationary war machines that cannot move or shoot anyway, will always be free from all webbing after spending one turn of doing nothing.

Loyalty Rating of -1

The Orcs of the Black Lands are cruel overlords to all their live stock. From their human slaves, which serve them, to their horses, which pull their chariots, all will know the lash. Then at the end of their short and brutal lives, all will be devoured!

So its fear that holds an Orc Slave in their place, but such is their hatred of their masters, that when the tables turn, their servants sometimes choose to attack them instead of bolting for freedom.

Giant Wolf Spiders have a '**Loyalty Rating of -1**', which is explained in the Three Plains Rulebook on page 62.

Flimsy Ranks

Giant Wolf Spiders are fast, agile in combat, and they can even cast their webs at other nimble enemies to entangle them.

Although, for those who stand up against these over grown arachnids will find their exoskeletons are not too tough at all. In fact they can be easily sliced through with most good iron or steel blades. In fact most war like creatures will have no trouble pushing these flimsy giant bugs back in combat.

A gaming piece of Giant Wolf Spiders suffer from '**Flimsy Ranks**', as described in the Three Plains Rulebook on page 44.

Wall Crawlers

Wolf Spiders are very swift and agile creatures. They can move surprisingly quickly and their sticky legs allow them to easily crawl up and over steep and rocky cliff faces and high walls with ease. They can even traverse through incredibly thick and woody terrain, to sink their fangs into their prey within the blink of an eye.

Wolf Spiders do not suffer any movement penalties for moving over the following terrain on the gaming board when they have become separated from their Beast Masters.

Independent or '**Wild**' Wolf Spiders can move through Woods, Rough Ground, Hills, Cliffs and Walls without penalty

To learn more about how Beasts can become separated from their Beast Masters, refer to page 61 in the Three Plains Rulebook.

To learn more about how Beasts can turn 'Wild', turn to page 61 in the Three Plains Rulebook.

[**Download Models HERE \(Patrons only\)**](#)

Black Land Trolls

The vast deserts of the Black Lands are broken up by massive stretches of foul smelling waters called the Black Guts, and there dwells a truly terrible creature.

This beast is a particularly nasty type of troll; it has a large fleshy grey body, which creates the most horrible stench wherever it goes. It has huge claws and is terrifically strong, and like all Trolls, it can regenerate wounded flesh very quickly, which would easily kill most other beasts.

It's so bad that this beast's stench will make eyes burn and force tears to stream out uncontrollably. Some will even become ill and vomit it's that bad.

So unsurprisingly, these beasts' stink protects them

from their few enemies in the wild. As you can imagine, attacking one of these Trolls is made incredibly difficult with their smell, which would drive anything away.

On the battlefield these monstrous Black Land Trolls are herded towards the frightened enemy by their Orc masters, where they will rip their foes apart with their bare hands. The beasts will bite and tear at the enemy's flesh, and crush those who remain with their immense bulk.

Even if the enemy fatally wounds one of these beasts, it will soon heal itself and come at them again, filled with even more rage than before!

	M	A	CR	D	Save	LP	S
Beast Masters	6	1 + Frenzy	3	1	2 1	1	3 +1 Bravery
Black Lands Troll	8	2	3	1-2D - 1	3 2	4	1

Points:

4 points for an Orc Pack Master per model
28 points for a Troll per model

Shapes: 0.5◆ per unit

Unit size: 3 – 12 Trolls and 3 - 8 Beast Masters.

Basic Weapons & Armour: Teeth, Claws, Axe & Prodders (all count as hand weapons).

Additional Options & Extras

- Any pack master piece may add on Metal (+1) at a cost of 3 point per model.

Special Attributes

+1 Bravery, Orc Savagery, Robust & Dull Witted
(Beast Masters only, see page 16 and 18)

+1 Fear

Is it any wonder why most fear the Trolls of the Black Lands?

They are huge monstrous things that usually stand at twice the height of a man and are built like mountains.

These beasts have huge teeth and even bigger claws, and if one sees you, it will chase you down and make you its next meal.

Black Land Trolls have +1 '**Fear**', as explained in the Three Plains Rulebook on page 66.

Black Lands Troll Attack

Black Land Trolls are large, powerful beasts with muscular bodies and razor sharp teeth and claws, able to tear through flesh and most armour with ease.

All pieces hit by a Troll in combat suffer either -1 to their save, and for each life point inflicted has a damage range of 1-2.

Black Lands Troll Stench!

It is said that long ago a boy whose entire family was devoured by a Black Land Troll fell to his knees with sadness and made a prayer to Winsill's love, Zereener 'The Keeper of Compassion and Goodness'.

As the boy prayed not for the return of his own family, but for others never to feel his pain of loss his prayer was answered.

From that day forth, all Black Land Trolls created a stench so bad that it would alert all of its prey that it was coming for them!

Fighting a Black Lands Troll in combat is made very difficult because of its stench. Consequently, all attacks made against a Black Lands Troll in combat suffer -1 to hit them.

Loyalty Rating of -2

The Orcs of the Black Lands are cruel overlords to all their live stock. From their human slaves, which serve them, to their horses, which pull their chariots, all will know the lash. And at the end of their short and brutal lives, all will be eaten! Not much to look forward too, eh...

Fear rules over all Orc Slaves. However, such is their hatred of their masters, that when the tables turn, their servants can sometime choose to take their revenge upon their masters instead of bolting for their freedom.

Black Lands Trolls have a '**Loyalty Rating of -2**', which is explained in the Three Plains Rulebook on page 62.



Regeneration

Like all other Trolls, these beasts from the Black Lands can heal wounds, which might otherwise kill lesser creatures very quickly. This ability can make these monsters very tricky to kill on the battlefield, as they will often get back up to fight just after they have been put down by the enemy.

Black Land Trolls can '**Regenerate**', as explained in the Three Plains Rulebook on page 68.

Sluggish

There are many different types of Trolls in this world and each has their own special talent, but all are slow and lumbering creatures by nature.

So a Troll may have the strength to rip a warrior in two, but fast and agile opponents will dance around them in combat, striking them as they please.

Black Land Trolls are '**Sluggish**' creatures, as described in the Three Plains Rulebook on page 69.

[Download Models HERE](#)

Carnages

Trolls cannot die of old age like most other creatures do, as they have the uncanny ability to regenerate.

In the wild, their numbers are kept in check by their predators and other natural causes of death. However, for those Trolls who stand the test of time will grow tougher and stronger than the rest of their kind. Yet their small and meagre minds were never meant to last forever...

As more and more time passes these beasts will go completely crazy and become a lot more dangerous.

Unlike most other races, Black Land Orcs do not see this as a failing. In fact, they use it to their advantage on the battlefield.

If a Black Land Troll is unlucky enough to survive a good number of battles, they will be turned into a Carnage.

Their entire body will have iron plates of armour with sharp spikes protruding out bolted into them. The bolts will be screwed directly into the beasts' bone to hold its armour into place. All their claws will be ripped out and burnt to stop them from regenerating back. Then they will have long metal blades inserted, causing the beast unbelievable amounts of constant agony.

This process will put the beasts through immense and unspeakable pain, which would easily kill weaker creatures. However, because of the Troll's ability to regenerate, they endure and are forced to live like this indefinitely.

This cruel and evil miss treatment of these beasts soon drive them insane, which makes them far more deadlier in battle than they ever were before!

These demented and hate filled creatures are wheeled out onto the battlefield in massive Iron boxes, as they are too dangerous to release before a battle.

One would think that as soon as they are released they would attack the nearest thing they can get

hold of, being their masters, but they do not. Instead they always burst out of their iron prisons and charge strait towards the enemy every time.

The Orcs' secret is to have all of their slaves do all the torturous handling of the Carnages.

So the slave handlers are responsible for bolting on their rusty iron plates, and they are also forced to whip and stab at them to build up their hate toward their race. Whilst the Orcs will feed them and remove their iron plates if needed.

Over time the Carnages come to despise their slave handlers and see the Orcs as the 'caring' ones. Because Orcs take slaves from all other races, the Carnages grow to hate them all, whilst the Orcs look good in their eyes.

This cruel method saves the Orcs from becoming a victim of their own monstrous creations on the battlefield when they release them upon their enemies.

However, such is the hate filled demented nature of these beasts, they cannot be controlled even by Orc Beast Masters when they are released from their iron boxes. Instead, they are always allowed to bolt across the battlefield and attack the enemy, ripping and tearing them to bits on their own.

In combat, it cannot be underestimated how deadly these creatures are. They can just about tear through any good unit of warriors fielded in battle. They can rip to bits cavalry, armoured man and horse alike with their bare hands. Even other beasts their own size and bigger fear them in combat, because of just how wild they are when they fight. They will never stop killing once released, even on the brink of death, they will just keep on fighting.

The only thing, which will stop a hate filled frenzied Carnage in combat is utter exhaustion and nothing else! In fact, they are more likely to drop dead of fatigue than any mortal wound the enemy can inflict upon them in a fight.

If a Carnage survives a battle, they will undoubtedly collapse of utter exhaustion, and be very close to death.

Only then will their masters dare to recover their war-torn bodies. They will see to it they will live on to fight in their next battle - continuing the Troll's living nightmare...

	M	A	CR	D	Save	LP	S
Carnage	9	2 +D3 Demented	3 -2 to hit Stench & +2 to hit Demented	1-3D - 2	4 2	6	0 Unbreakable
Iron Cage	-	-	-	-	8	4	-

Points: 75 per model

Unit size: 1-3

Shapes: 1 ♦ per unit

Basic Weapons & Armour: Rotting Teeth, Iron Spikes & Rusty Metal.

Special Attributes

Demented

Carnages know nothing but sheer agony! From morning to night they are whipped, beaten and they have dirty great iron bolts that penetrate into their bodies, screwed directly into their bones to hold their armour in place.

Only death can offer these creatures a way out of this torment.

This wicked treatment would kill most other creatures, but because Trolls can regenerate, they are forced to endure this torture indefinitely.

Their bodies may keep on healing their wounds, but their minds become more and more twisted and filled with hatred over time.

So, by the time these beasts are released in battle, they have gone completely mad with rage! This is when a troll truly becomes a Carnage.

In combat, a Carnage will let nothing stop it or even slow it down! Nor pain, fear or even mortal wounds can stop these creatures in a fight. Only when they have used every ounce of their energy will their bodies finally fail them, and they will collapse with utter exhaustion.

If they are lucky, their battered and bruised bodies will finally give out and let them die there. Otherwise, they will be revived by their masters and their nightmare will be prolonged again.

All Carnages are 'Demented' creatures and are affected by the following special rules.

Demented Carnages gain +2 to hit in combat, +D3 attacks and are 'Unbreakable', as described in the Three Plains Rulebook on page 67. However, for each round of combat these beasts fight in, they will suffer +1 exhaustion counter.

When they become exhausted they will continue to fight and move as normal. They will not suffer the normal penalties for becoming 'Exhausted', as described in the Three Plains Rulebook on page 69. Instead of slowing down because of exhaustion, the piece will take damage in life points each time they should have gain another exhaustion counter.

To work out damage from exhaustion, roll a D3 for each Carnage model in the piece. The score equals the amount of damage in life points the piece will suffer.

Note: Life points lost through exhaustion can still be instantly healed back by the Carnages' special ability to regenerate.

Growing Terror

All Trolls are feared by their enemies and their victims, but it is only when a Carnage enters into combat do their foes realise just how scary these beasts really can be!

Carnages have +1 **'Fear'**, as described in the Three Plains Rulebook. However, in combat they will gain another +1 fear, up to a maximum of 2. Once a Carnage leaves a combat, their fear rating will always return to 1.

Carnage's Attacks

In combat, it cannot be underestimated how deadly these creatures are. They can just about tear through any good unit of warriors fielded in battle. They can rip to bits cavalry, armoured man and horse alike with their bare hands.

Even other beasts their own size and bigger fear them in combat, because of just how wild they are when they fight.

These demented monsters will never stop killing once released, even on the brink of death, they will just keep on fighting.

The only thing, which will stop a hate filled frenzied Carnage in combat is utter exhaustion and nothing else! In fact, they are more likely to drop dead of fatigue than any mortal wound the enemy can inflict upon them in a fight.

All models hit by a Carnage in combat suffer either -3 to their save, and for each life point these beasts inflict upon the enemy has a damage range of 1-3.

To represent the uncleanness of a Carnage's bloodied rusting armour and rotting flesh, its striking blows count as being a **'Level 1 Poisoned'** attack.

This poison will only affect living creatures and not undead or demonic ones. The rules for 'Poison' are fully explained in the Three Plains Rulebook on page 68.

Carnage's Rotting Stench!

All Black Land Trolls stink really bad, but a Carnage is also in part dying, so is rotting alive, which generates an even greater stench!

To fight a Carnage in combat is nearly impossible because of its mega stench, therefore all attacks made against this beast in combat suffers -2 to hit

Iron Cage

These demented and hate filled creatures are wheeled out onto the battlefield in massive Iron boxes before the battle starts. This is because these monsters are just too dangerous to release before a battle.

One would think that as soon as they are released they would attack the nearest thing, being their masters, but they do not. Instead they always burst out of their iron prisons and charge strait towards the enemy every time.

The Orcs' secret is to have all of their slaves do all the torturous handling of their Carnages.

So the slave handlers are responsible for bolting on their rusty iron plates, and they are also forced to whip them and stab at them to build up their hate toward their race. Whilst the Orcs will feed them and remove their iron plates if needed.

Over time the Carnages come to despise their slave handlers and see the Orcs as the 'caring' ones. Because Orcs take slaves from all other races, the Carnages grow to hate them all, whilst the Orcs look good in their eyes.

This cruel method saves the Orcs from becoming the victims of their own monstrous creations on the battlefield when they release them upon their enemies.

Each Iron Cage has one very moody Carnage within them.

The Iron cages are deployed out as normal with the rest of the Orcs' side at the start of the game.

The Carnages can be release at the start of any of

their controlling player's turns.

Once the Carnages have been released out of their Iron Cage, they will **always** charge towards the closest enemy piece they can sense from their position.

If they cannot sense an enemy during this time, they must instead always be turned to face the closest enemy nearest to them to charge them in their following turn.

If any foolish Orcs get in the way of any Carnages, they will attack those silly Orcs just like they would the enemy.

The Black Land Orc player has no control over where their Carnages go or who they fight. However, they are still responsible for rolling out their dice and moving them during their turn.

Note: Whilst Carnages are charging and if they need to dash move, they will still suffer gaining endurance counters as normal. This could lead the beasts to wound themselves as described above, as they become more exhausted.

If a Carnage's Iron Box is destroyed before it is opened, it becomes jammed, and seals the carnage in there for the rest of the game.

A Carnage's Iron Cage is classed as a '**Small Obstacle**', as explained in the Three Plains Rulebook on page 75.

Regeneration

The only thing keeping a Carnage alive is its ability to regenerate. Otherwise, their torment would have ended long ago...

Carnages can '**Regenerate**', as explained in the Three Plains Rulebook on page 68.



Sluggish

Carnages may seem like fast and frantic wild fighters in combat, but really they are just thrashing out in every direction they can because of their intense pain and hatred.

So these beasts are still just as dull witted as their younger brothers in combat, which makes them slow to react to faster enemy's attacks.

Carnages are '**Sluggish**' creatures, as described in the Three Plains Rulebook on page 69.

[Download Models HERE \(Patrons only\)](#)

Black Land Orc War Machines

Orc Chariots

There is the rumble and clatter of heavy iron wheels, which is accompanied by the sounds of whips' cracks and lashes, and whatever it is, it's heading towards you at speed!

A cloud of black dust lifts off the horizon, as the Orc Iron chariots pulled by their ferocious Zags charge straight towards you and your men with the intention of running you all down like dogs!

It's time to go, or face down one of the most devastating band of chariot riders on the Middle Plain.

Orcs have short squat bodies, and so find it difficult to ride steeds of any kind.

To make up for their body plan's natural disadvantage for mounting and riding their Zags, they use heavy chariots of iron instead.

The Orc War Chariot is a deadly war machine dragged by their battle harden Zags. They are well equipped with a skilful driver armed with a spiked club, an archer and a spearmun who will defend the armoured cab from invaders and do much of the killing if the chariot becomes bogged down in combat.

The Orcs drive their chariots hard into units of infantry to smash them up into bits and run them down if they flee. After their bloody work has been done, they will ride off as quickly as they came, to devastate another unit elsewhere on the battlefield.

	M	A	CR	D	Save	LP	S
Orc Chariot Riders	-	1 +1 Frenzy	4	1	3 1	4	3 +1 Bravery
Zag Steeds	13 -1 Movement for being Heavily Armour	1	3	1-2D - 2	-	-	-

Points: 30 per model

Shapes: 0.5◆ per unit

Unit size: 1 - 6

Basic Weapons & Armour: Axes, Spears, Bows & Lots of Metal (Heavily Armoured)

Additional Options & Extras

- Upgrade to give Orc Chariots Scythes at 5pts per model
- Upgrade one model to a Command Piece at 20 points, and one Orc Chariot Unit can Magical Command Item

Special Attributes

+1 Bravery, Family Love, Orc Savagery, Robust & Dull Witted (See page 16 and 18) & **Zag Steeds** (See page 43)

Chariots

The Orc War Chariot is a deadly war machine

dragged by battle harden Zags, which some say are the result of an unnatural union between a horse and a crocodile.

These Iron contraptions are well equipped machines, with many different weapons aboard them.

Driving these machines is a skilful driver armed with a spiked club, and there is also an archer and a spearman aboard.

The spearman will defend the armoured cab from invaders and do much of the killing if the chariot becomes bogged down in combat. Also, if you get to close to one of the chariot's Zags, one could easily take your arm clean off with just one almighty snap of its jaws!

Orc Chariots obviously use the '**Chariots**' rules for moving and fighting on the board, which are discussed in the Three Plains Rulebook on page 63.

Chariot Scythes

Orcs just love modding up their machines with scythes, if they can get hold of the metal!

Orc Chariot Scythes are two foot long double-sided sharpened blades of hardened Iron, with its fare share of rust on them, which absolutely no one bothers to clean.



These nasty long spikes of death are attached to the Orc Chariot's wheels, and as they crash into or even just brush by the enemy, they will quite easily slice off legs with one pass of a chariot.

Orc Chariots can have '**Chariot Scythes**' at 5 point per model, and the rules for this special add-on can be found in the Three Plains Rulebook on page 64.

[Download Models HERE](#)

Saw Iron Hides

Even the smallest Orc Caravans have at least one Gang of Saw warriors to fight for them, but they will struggle to form an elite war band of Saw Chariot Riders.

Only the largest and greatest caravans have enough chariot riders to survive long enough to forge their own Saw Blades and go on to become a gang of Saw Riders.

These highly skilful war riders are called Saw Iron Hides, because of the sheer amount of metal armour they bolt on to their chariots. In fact, Saw Iron Hides only use the biggest and nastiest of all their Zags to pull their metal machines of death on the battlefield, because only they can handle that much weight.

Iron Sides' Zags are even brutalised by their green masters to make them even more aggressive in combat.

Just like their Saw brothers on foot, these elite chariot riders carry only Great Saw Blades into battle, which are so devastating in combat that even using a spear on a charge is nothing compared to what their Saw Blades can do to the enemy in combat!

For those rare few who survive a clash with these brutal warriors on the battlefield, must have the Gods on their side. Because many who meet these blood thirsty killers in combat, will soon meet their god in person.

	M	A	CR	D	Save	LP	S
Saw Chariot Riders	-	2 +1 Frenzy	5	1	4 1	5	4 +1 Bravery
War Torn Zag Steeds	14 -1 Movement for being Heavily Armour	2	4	1	-	-	-

Points: 65 per model

Shapes: 1.5◆ & 1★ per unit

Unit size: 1 - 5

Basic Weapons & Armour: Iron Spikes (Saw Lances), Saw Blades and Great Blades, Lots of Lots of Metal (Heavily Armoured) & Chariot Scythes

Additional Options & Extras

- Upgrade one model to a Command Piece at 30 point, can be a Magical Command

Special Attributes

+1 Bravery, Orc Savagery, Saw Blades, Robust & Dull Witted (See page 16 to 19) & **War Torn Zag Steeds** (See page 43)

Chariots

The Orc War Chariot is a deadly war machine dragged by battle harden Zags, which some say are the result of a union between a horse and a crocodile.

These Iron contraptions are well equipped machines, with many different weapons aboard them.

Driving these machines is a skilful driver armed with a spiked club, an archer and a spearman.

The spearman will defend the armoured cab from invaders and do much of the killing if the chariot becomes bogged down in combat. Also, if you get to close to one of the chariot's Zags, one could easily



take your arm clean off with just one almighty snap of its jaws!

Orc Chariots obviously use the '**Chariots**' rules for moving and fighting on the board, which are discussed in the Three Plains Rulebook on page 63.

Chariot Scythes

Orcs just love modding up their machines with scythes, if they can get hold of the metal!

Orc Chariot Scythes are two foot long double-sided sharpened blades of hardened Iron, with its fare

share of rust on them, which absolutely no one bothers to clean.

These nasty long spikes of death are attached to the Orc Chariot's wheels, and as they crash into or even just brush by the enemy, they will quite easily slice off legs with one pass of a chariot.

Saw Ironsides all have '**Chariot Scythes**', and the rules for this special add-on can be found in the Three Plains Rulebook on page 64.

Models Coming Soon

Iron Towers

(Orc Siege Tower)

The sight of an Orc Iron Tower looming over a battlefield approaching a fortress' battlements will always unnerve and fill even the strongest of hearts with dread!

Orcs Siege Towers are huge hulking monstrous structures of wood, covered with thick metal rusting iron armour, blood and spikes, and decorated with the dead of their victims. Sometimes, they are still alive and will cry out in pain for help or for someone, anyone to put them out of their misery!

Upon a siege, the Orcs will immediately set to work building their Iron Tower. They will use any local materials they can plunder to build the majority of its frame. After this, they will raid their caravan's store of iron and other metal's to armour up its front.

Piling on this armour makes an Orc siege tower nearly impenetrable to all small missiles the enemy can throw at it.

With Orc's basic tower finished, as a last touch they will fashion wood, metal or even large bones into large spikes and nail them on to their Iron Tower. Upon these razor sharp spikes they will hang any dead or alive captured enemies upon them. They will slop on grim images of doom with the enemy's blood or even their own, to finish off their Iron Tower.

Despite the Iron Tower's jagged, rough and ghoulish looks, to an Orcs eye, it is a thing of beauty, as it represents everything they love. Its cover in gore, blood, death, stinks, thick metal and its only purpose is to bring death to their enemies. So loved by the Orcs that they always name their Iron Towers, such as Death Bringer, Meat Grinder, Slaughter House, and they just LOVE riding on them!

These tall towers of iron may not be very well build, but they are extremely robust, well armoured and can get the job done. As the Orc Warriors slowly but surely push these Iron monsters towards their enemy's battlements, the defenders will shoot fiery arrows, bolts of steel and hurl boiling pots of oil at them. This onslaught of deadly missiles could break a lesser siege tower, but not so the Orcs' Towers of Iron, as they build the toughest siege towers on the Middle Plain.

Once this tall heap of rusty iron and impaled dead bodies reaches the enemy's battlements, its spiked drawbridge will come crashing down. A storm of blood thirsty savage warriors will then come rushing out, grunting and yelling death to all! To those guardians on the walls, it must be like the gates of hell opening up and it being unleashed upon them!

If the defenders can hold their nerve on the walls, and stand up to the mighty mad frenzied rush of Orcs, they might stand a chance. If not, they and those they protect will all be slaughtered and eaten like cattle.

	M	A	CR	D	Save	LP	S
Orc Siege Tower	Pushing Infantry Unit's speed -1 inch	-	-	-	9	20	-

Siege points: 400 for the Iron Tower Model

Siege points: +10 for an Orc Archer Model

Unit size: 1 Iron Tower and 1-10 Archers can have onboard it

Basic Weapons & Armour: Thick Leather Hide, Metal Plates, Axes & Bows

Passage Cost: 3 Inches

Orc Iron Tower Special Rules

Deploying the Iron Tower and its Movement

Once built, these mammoth towers of iron have six massive wheels, which allows them to be pushed across the battlefield by a good number of warriors towards their enemy's battlements.

To move an Iron Tower, it needs to be accompanied by a unit of infantry, which needs to be a good solid group of warriors on foot to push them. Therefore, skirmishers, loose moving models, beasts or chariots cannot push or pull these giant war machines across the battlefield. Only Orc Grunts and Saws can man an Iron Tower and push them into battle.

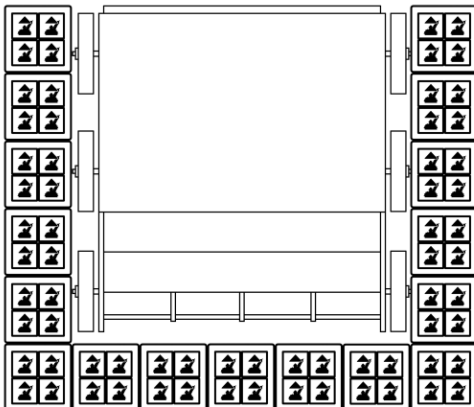
The siege tower, as much as possible, must be put into the middle of a unit. Below are Three Examples demonstrating 3 units of Orc Saw infantry correctly

pushing a siege tower in to battle.

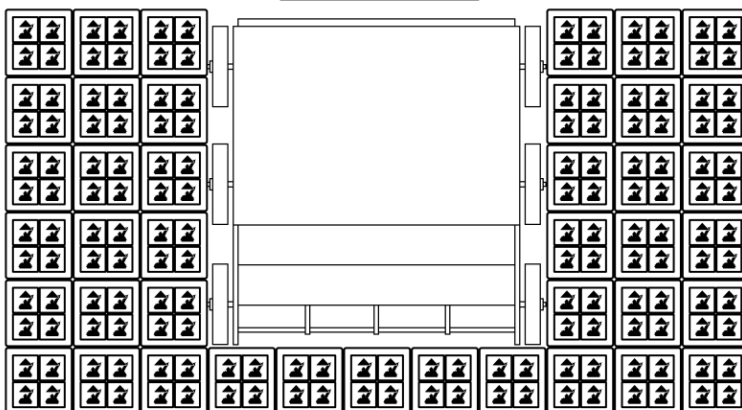
Orc Iron Towers are pushed from inside the war machine itself from the ground, and the tower has several more levels within it to house more warriors. However, so that the tower can move as quickly as it can, it can only accommodate 20 models inside it, 10 archers and 10 pushers. The rest of the warriors accompanying the tower must be put outside the war machine around it. The warriors pushing the war machine must be taken from out of the tower's accompanying unit. Put those pushing warriors to one side off the board for now, until they are needed to either move away from the tower or fight in combat.

Whilst a unit is pushing an Iron Tower, it will suffer from '**Flimsy Ranks**', as explained in the Three Plain

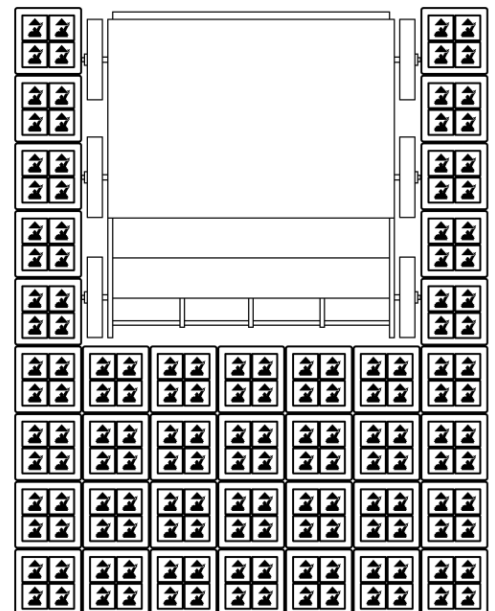
Example 1



Example 3



Example 2



Rulebook on page 44.

A unit pushing a siege tower will use its normal movement, with the following exceptions. How **'Units Move'** is explained in the Three Plains Rulebook on page 24.

The Iron Tower and its pushing unit will move up to their normal speed -1 inch.

The Iron Tower and its pushing unit can only be turned left or right 45° once per turn.

Orc Iron Towers cannot go up hill.

An Iron Tower forced to go downhill will topple over and be destroyed, which will kill everyone on board it. Lay down the tower in the direction it would have fallen over at the bottom of the hill. The wreckage of the tower will make that area into **'Rough Ground'**, as described in the Three Plains Rulebook on page 75. After this area has been marked out, remove the tower from play, and any other models aboard the tower will also be lost.

If a runaway Tower runs over or falls over and lands on a friendly or enemy piece, each affected model in that piece will receive 1 automatic hit, which does -⑥ to their toughness save and has a damage range of 1-6.

The Iron Tower itself cannot **'Flee'**, **'Pursue'** or **'March Over'** an enemy. If an enemy does get in this machines' way, unless it is falling down a hill, just shift the enemy out of the way of the moving tower. The rules for **'Fleeing'** are on page 33, **'Pursuing'** are on page 34 or **'March Overs'** are on page 31.

However, the pushing unit of the Iron Tower can abandon their tower at the start of their movement phase to move away, charge, flee, march over or pursue. A deserted tower is treated as another neutral structure on the board, like a house or barn for instance.

Models moving through an Iron Tower

Only infantry models can travel through an Iron Tower and no beast models.

Along with the Iron Tower's archers, it can house up to 60 infantry models, which can be made up of a number of different units or characters it may have. After this, the siege tower has reached its capacity and can house no more models. However, once a tower has more than 20 models within it, counting both the infantry and archers, it becomes too heavy to move.

Otherwise, the Iron Tower uses the rules for models on foot **'Movement 'In' or 'Out', or 'On' a Siege Structure'**, explained in the Three Plains Rulebook on page 95.

The tower can be remand again at anytime, simply by moving a suitable unit up to it and planting the war machine in the middle of that piece.

The Iron Tower in Open Combat

Out on the battlefield, the Iron Tower is treated like a movable structure, such as a house or a church for instance. Therefore, the tower itself cannot enter into combat, but its archers and pushers can as normal. However, the siege tower can be attacked in combat, and all hits against it automatically hit, as the tower has no combat rating. However, the tower cannot take any battle stress checks, only the pieces around it and inside it have to as normal.

In combat, the Iron Tower's pushing unit will **'Pursue'**, or **'Flee'** away from an enemy as normal, but will always abandon the tower to do so. The archers onboard the tower can also abandon the tower in the same way. The rules for **'Fleeing'** are on page 33 and **'Pursuing'** are on page 34.

The enemy can climb aboard the Iron Tower and fight the pushing unit and archers inside it. This move must be declared as a charge at the start of the movement phase as normal. However, the enemy must charge the tower in its rear, where they will climb aboard the war machine to attack its occupants inside. The rules for fighting in buildings or other structures is explained in the Three Plains Rulebook on page 97.

The combating units inside the Iron tower will break, flee and pursue as normal. However, if the tower's accompanying models have nowhere to flee, because

their enemy have come in through the tower's entrance and its drawbridge is still up, they will be automatically killed outright. This is because they cannot escape, and will jump out of the tower to their deaths, or surrender to the enemy. Either way, the battle will be over for them.

The Iron Tower Breaching an Enemy's Wall

Once an Iron Tower's bridge lowers, the fortress' defenders know they will be in for the fight of their lives in the next few moments to come, because hundreds of besieging enemy warriors will come flooding out of it!

To breach an enemy's fortress wall, move the Iron Tower up to their wall and lower its drawbridge onto the enemy's battlements.

Put as many of the Iron Tower's pushing models onto its bridge that will fit, leaving the rest inside the tower. Put those models to one side off the board for now, and return them as they leave the tower to fight or move away from it. Set out the models right up to the enemy on the wall. If there are no defenders to fight them, use the unit's movement allowance to move them onto the fortress' walls as far as you want them to go. From here, follow the rules for moving and fighting on fortress walls in the Three Plains Rulebook on page 95 to 96.

Shooting off a Iron Tower

At the top of all Orc Iron Towers there is a turret for a group of archers, who will shoot down at the enemy upon their battlements as they approach their fortress.

All Iron Towers can have 1 to 10 archers perched in its turret at the cost of 6 siege points per model.

This group of missile models are the standard Orc Archers found on page 32. However, they cannot have a command piece included in this unit.

Whilst in their Iron Tower's turret, every model in the group of archers can shoot, regardless if other models block their line of sight.

Orc Iron Tower Missile Dispersal Chart

Results D6	Results
Unmanned Tower	Hits the Iron Tower.
1 to 6 Visible Pushers	1 to 5 hits the Iron Tower and a 6 hits the Pushers.
7 to 10 Visible Pushers	1 to 4 hits the Iron Tower and 5 and 6 hit the Pushers.
11 to 20 Visible Pushers	1 to 3 hits the Iron Tower and 4 to 6 hit the Pushers.
21 to 30 Visible Pushers	1 and 2 hits the Iron Tower and 3 to 6 hit the Pushers.
31+ Visible Pushers	1 hits the Iron Tower and 3 to 6 hit the Pushers.
Hit on the Siege Tower with Archers aboard	All hits that land on the Iron Tower will have to divide up those hits again if there is Archers aboard it. 1 to 5 hits the Iron Tower and a 6 hits the it's Archers.

The Iron Tower's archer unit can also leave that structure just like the models pushing their tower.

They can even cross over their tower's drawbridge and attack the fortress' defenders if they wish.

Archers up in the Iron Tower's turret also benefit from 'Improving Awareness from High Ground' and 'Shooting off High Ground'. Both these rules are explained in the Three Plains Rulebook, the first on page 16 and the second on page 37.

Shooting at an Iron Tower, and its accompanying models

When the Iron Tower is shot at, all the hits scored against it need to be divided up on the entire piece.

Above is the 'Orc Iron Tower's Missile Dispersal Chart', which indicates where missile hits land on the entire piece, depending on how it is manned.



Vulnerable to Fire

Being largely constructed out of wood, an Orc Iron Tower is '**Vulnerable to Fire**' based attacks, as explained in the Three Plains Rulebook on page 69.

Furthermore, for every fire based attack that hits the tower, roll an additional D6, which is done after all other damage dice have been worked out as normal. On the score of a 1 to 5 nothing happens. On the score of a 6 the tower gains one '**Fire Point**'. At the start of each player's turn roll a D6 for each fire point you have on your piece. On the score of a 1-2 discount that fire point. On the score of a 3-5 add another fire point on to the piece. On the score of a 6 deduct -2 life points from the tower on fire.

Note: The -2 life points represents it being fire based damage, and so should do double damage.

The Destruction of the Iron Tower

An Iron Tower may protect its passenger from most small enemy missiles, but it can always be a death trap waiting to happen! If you are inside one of these massive collapsing war machines, there is no way out other than jumping for it, which will most likely kill you.

If an Iron tower is destroyed it will immediately collapse and kill every individual model on board it. This will include any characters the war machine may have onboard it at the time of its destruction.

Furthermore, the area where the Iron Tower collapsed will become '**Rough Ground**' for the rest of the game.

'Rough Ground' is described in the Three Plains Rulebook on page 75.

+1 Fear

Orcs always like to decorate their Iron Towers, as grimly as they can...

Sticking out of their Iron Towers are massive spikes made out of wood, metal or even large bones. Upon these razor sharp spikes they will hang any dead or alive captured enemies upon them. Sometimes their victims are still alive!

These poor souls will squirm, whimper and cry out for help, and some will pray for a merciful archer to end their miserable existence.

As a last touch, the Orcs will paint on grim markings of doom on to their Iron Tower with their enemy's blood or they will even use their own, if 'paint' is in short supply.

So when a spiked Iron Tower pickled in the bodies of the Orc's victims rolls up to an fortress' battlements, and its drawbridge comes crashing down releasing its green savage warriors upon the defenders, it must be like watching the gates of the underworld open up!

An Orc Iron Tower and any friendly units of Orcs in or on the tower itself causes +1 '**Fear**', as explained in the Three Plains Rulebook on page 66.

Models Coming Soon

Black Lands Orcs Quick Stats List

Black Land Orc Pieces	M	A	CR	D	Save	LP	S	Special Attributes
Iron Maiden	-	-	-	-	5 3 4	3	5 +1 Bravery	Inherent: +1 Bravery, Magic Casters, Way Up High, Iron Maiden Model, Iron Maiden and Her Saw Body Guards in Close Combat, Shooting or Casting Magic at the Iron Maiden and Her Body Guards, Mummy Knows Best The Death of the Iron Maiden, Heavy Amour & Poisoned Hand Weapons Variables: Two Lv 1 Poisoned Hand Weapon or Lv 1 Poisoned Great Blade
Iron Maiden Saw Body Guard	7	2 +1 Frenzy *+1 for Two Weapons	5	1 *Great Blades Lv 1 Poison	4 1	1	4 (+1 Bravery)	
Hag	6	1	2	1D -3	1 3	1	1 +3 Cowardly	Inherent: Immune to Magic, Family Love, +3 Cowardly, Magic Casters, Blue Hags' Attacks & A Good Sharpen Stick (Hand Weapon)
Dadda	7	4 +1 Frenzy	6	1-2D -2	2 2	5	4 +1 Bravery	Inherent: Family Love, +1 Bravery, Dadda's and Youth Bulls' Attacks, +1 Fear & Lv 1 Poisoned Hand Weapon Variables: Bulls riding Chariots, Light Amour +1, Heavy Amour +2, Great Blade or Flail, Great Hammer, War Net, Additional Hand Weaspon (all none magical Weapons make Lv 1 Poison attacks) & Shield
Young Bull	7	3 +1 Frenzy	5	1-2D -1	2 2	4	4 +1 Bravery	
Chariot pulled by War Torn Zags	13	3	4	1-2D -2	+ 1	+4	-	Inherent: War Torn Zag Steeds
Runt	6	1 +1 Frenzy	3	1	1 1	1	2 +2 Bravery	Inherent: Family Love, +2 Bravery, Orc Savagery, Halfwit, Grunts riding Chariots & Club (Hand Weapon) Variables: Light Amour +1 & Shield
Crew of the Chariot	-	1	4	1	+ 2	+4	-	
Zags pulling the Chariot	13	1	3	1-2D -2				
Big Crazy	7	4 +1 Frenzy	5	1-2D -1 -3	2 2 4	5	2 +3 Bravery	Inherent: Immune to Magic, Family Love, +3 Bravery, Nutter's Attacks, +1 Fear, Frenzy & Hand Weapon Variables: Great Blade, War Net, Flail, Great Hammer, Additional Blade & Shield
Nutter	7	3 +1 Frenzy	4	1-2D -1 -3	2 2 4	4	2 +3 Bravery	
Grunt Warriors	6	1 +1 Frenzy	4	1	3 1	1	3 +1 Bravery	Inherent: Family Love, +1 Bravery & Orc Savagery, Light Amour, Shields & Hand Weapons Variables: Spears, Additional Hand Weapons, War Nets, Great Blades & Great Hammers
Grunt Bowmun	6	1 +1 Frenzy	3	1	2 1	1	3 +1 Bravery	Inherent:: Family Love, +1 Bravery, Orc Savagery, Short Bows & Hand Weapons Variables: Light Amour +1, Bows
Grunt Slingers	7	1 +1 Frenzy	3	1	2 1	1	4 +1 Bravery	Inherent: Family Love, +1 Bravery, Orc Savagery, Level 2 Poison, Skirmishers, Scouting, Sling with Lv 2 Poison attacks, Shields & Hand Weapons
Retches	4 +D3 Mob	1 +1 Frenzy	2	1 -1	1 1 1	6	1 Unbreakable	Inherent: Orc Savagery, Little Mobs of Hooligans, Unbreakable, Damn Nuisance!, Tormentative (DC) & Hand Weapons
Blue Orc Grunt Warriors	4 +D3 Mob	1 +1 Frenzy	3	1 -3	2 1 3	1	2 +2 Bravery	Inherent: +2 Bravery, Immune to Magic, Frenzy, Blue Orcs' Attacks, Mobs & Two Hand Weapons
Blue Orc Slingers	7	1	2	1 -3	2 1 3	1	2 +2 Bravery	Inherent: +2 Bravery, Immune to Magic & Family Love, Frenzy, Blue Orcs' Attacks, Skirmishers, Hand Weapons, Shields & Sling with Lv 2 Poison attacks, Slings
Saw Warriors	7	2 +1 Frenzy *+1 for Two Weapons	5	1 *Great Blades Lv 1 Poison	4 1	1	4 +1 Bravery	Inherent: +1 Bravery, Orc Savagery & Heavy Amour Variables: Two Lv 1 Poisoned Hand Weapon or Lv 1 Poisoned Great Blade

Black Land Orc Pieces	M	A	CR	D	Save	LP	S	Special Attributes
Piper	7	1	3	1	3 ①	1	4 +1 Bravery	Inherent: +1 Bravery, Orc Savagery, The Piper, Camouflaged Capes, Flimsy Ranks, Loyalty Rating of 0, Light Armour & Hand Weapons
Tabers Pack	15	3	3	1D -①	2 ①	5	2	
Beast Master	6	1	3	1	2 ①	1	3 +1 Bravery	Inherent: +1 Bravery, +1 Fear, Giant Wolf Spider Attacks, Spit Web Balls, Loyalty Rating of -1, Flimsy Ranks, Hand Weapons & Wall Crawlers Variables: Light Armour +①
Giant Wolf Spiders	10	2	3	1D -③ Lv 4 Poison	1 ②	4	1	
Beast Masters	6	1	3	1	2 ①	1	3 +1 Bravery	Inherent: +1 Bravery, +1 Fear, Black Lands Troll Attack, Black Lands Troll Stench! Loyalty Rating of -2, Regeneration, Sluggish & Hand Weapons Variables: Light Armour +①
Black Land Troll	8	2	3	1-2D -①	3 ②	4	1	
Carnages	9	2 +D3 Demented	3 -2 to hit Stench & +2 to hit Demented	1-3D -②	4 ②	6	0 Unbreakable	Inherent: Demented, Growing Terror, Carnage's Attacks (Level 1 Poisoned), Carnage's Rotting Stench!, Iron Cage, Regeneration & Sluggish
Iron Cage	-	-	-	-	8	4	-	
Orc Chariot Riders	-	1	4	1 Spears	4 ①	4	3 +1 Bravery	Inherent: +1 Bravery, Family Love, Orc Savagery, Saw Blades, Zag Steeds, Chariots, Axes, Spears, Bows & Heavily Armour Variables: Chariots Scythes
Zag Steeds	13 -1 Movement for being Heavily Armour	1	3	1-2D -②	-	-	-	
Saw Chariot Riders	-	2 +1 Frenzy	5	1 Iron Spikes Lv 1 Poison	4 ①	5	4 +1 Bravery	Inherent: Family Love, Orc Savagery, Saw Blades, War Torn Zag Steeds, Chariots, Chariot Scythes, Saw Blades, Iron Spikes, Bows & Heavily Armour
War Torn Zag Steeds	14 -1 Movement for being Heavily Armour	2	4	1-2D -②	-	-	-	
Orc Siege Tower	Pushers' speed	-	-	-	9	20	-	Deploying the Iron Tower and its Movement, Models moving through an Iron Tower, The Iron Tower in Open Combat, The Iron Tower Breaching an Enemy's Wall, Shooting off a Iron Tower, Shooting at an Iron Tower, and its accompanying models, Vulnerable to Fire & The Destruction of the Iron Tower

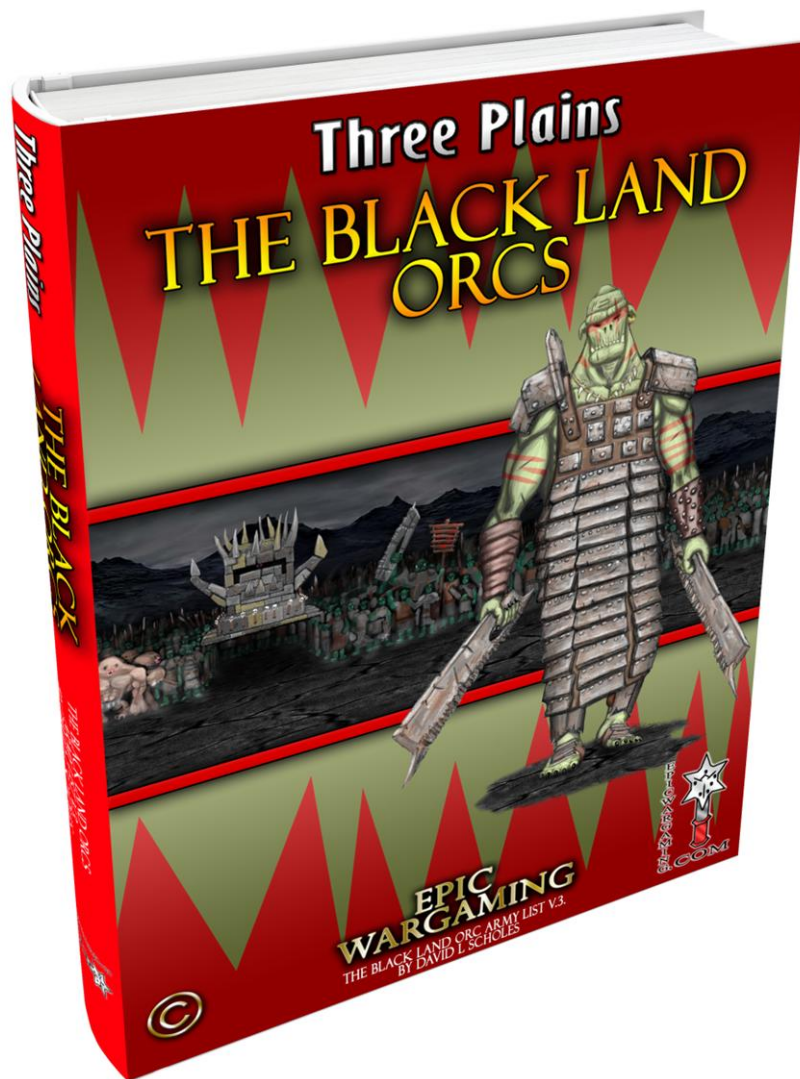
Weapons & Armour Notes	
Types	Rules
Great Saw Blades	(Poisoned Great Blade) -② toughness, level 1 poison attacks and +1 Exhaustion per round of combat
Great Blades	-② toughness and +1 exhaustion per round of combat.
Great Hammers	-② toughness, cancels out all resistance saves and +1 exhaustion per round of combat.
Two Saw Blades	(Two Poisoned Hand Weapons) level 1 poisonous attacks and +1 attack.
Two Hand Weapons	+1 attack.
Fails	-① toughness, -① agility and +1 exhaustion per round of combat.
War Nets	Cancels out -3 agility saves in combat.
Spears	On foot, 'Strikes First' if charged and fights in two ranks and vs mounted models does -② toughness and all damage caused by this weapon is doubled. If mounted, after charging, in the first round of combat this weapon does -① toughness, +1 damage range and strikes first.
Iron Spikes	(Poisoned Lance) -③ toughness, +2 damage in first round of combat after a mounted charge and level 1 poison attacks
Clubs & Axes	Hand Weapons
Short Bows	1 ballistic missile shot with a range of 12 inches.
Spiked Bows	1 ballistic missile shot with a range of 17 inches and counts as a Hand Weapon in combat.
Slings	1 ballistic missile shot with a range of 16 inches, level 2 poisonous attacks and only be used in a skirmished formation.
Metal	(Light Armour) +① Toughness
More Metal or Lots of Metal	(Heavy Armour or Heavily Armoured) +② Toughness or more and -1 movement
Shields	+① vs shooting and magic missile attacks. However, if shot in the rear this bonus does not apply.

Black Land Orcs Quick Point List

Pieces	Magic Items	Upgrades & Notes	Unit Size	■▼◆★	Points Siege Points
Iron Maiden & Body Guard (Carriers)	Iron Maiden 0-6 none can be magical weapons or armour	<u>Iron Maiden:</u> Upgrade to an Iron Maiden to a Master Wizard for 50pts and 0.5▼, <u>Saw Body Guard:</u> Starts with a Saw Blades (Poisoned Hand Weapons) & More Metal (Heavy Armour), Exchange Additional Hand Weapons for Great Saw Blades at 2pts, Upgrade one model to a Command Piece at 15pts, which can be a Magical Command.	Iron Maiden & 6 – 40 Saws	1▼ 1◆ 1★ (includes Saw Body Guard)	Iron Maiden 125pts
	Saws Guard 0-1 Magical Command				Saw Body Guard 15pts per model
Hag	-	Starts with a Hand Weapon.	-	1▼ 0.25◆	35pts
Dadda	0-3	Starts with a Saw Blade (Poisoned Hand Weapon). Great Saw Blade at 20pts, Saw Flail at 20pts, Great Saw Hammer at 20pts, War Net at 20pts, Additional Saw Blade at 20pts, Shield at 8pts, Metal +1 (Light Armour) at 10pts, More Metal +2 (Heavy Armour) at 20pts, Chariot at 40pts, Upgrade to give Bull Chariot Scythes at 10pts.	-	1▼	140pts
Young Bull	0-2. 1 may be a Magical Command Item	Starts with a Saw Blade (Poisoned Hand Weapon). Great Saw Blade at 15pts, Saw Flail at 15pts, Great Saw Hammer at 15pts, War Net at 15pts, Additional Saw Blade at 15pts, Metal +1 (Light Armour) at 10 pts, More Metal +2 (Heavy Armour) at 20pts, Shield at 5pts, Chariot at 35 pts, Upgrade to give Bull Chariot Scythes at 10pts, 1 Young Bull may carry the army's Battle Standard for 50pts, which can be a Magical Command.	-	1▼	90pts
Big Crazy	-	Starts with a Club (Hand Weapon). Great Blade at 20pts, War Net at 20pts, Flail at 20pts, Great Hammer at 20pts, Additional Blade at 20pts, Shield at 8pts.	-	2▼ 1★	130pts
Nutty	-	Starts with a Club (Hand Weapon). Great Blade at 15pts, War Net at 15pts, Flail at 15pts, Great Hammer at 15pts, Additional Blade at 15pts, Shield at 5 points	-	1.5▼ 0.5★	100pts
The Runt (Halfwit)	0-2	Starts with a Sharpened Stick (Hand Weapon). +1 Armour at 5pts, Shield at 1pt, Chariot at 40pts.	-	1★	2pts
Orc Grunts	One Grunt Unit within an army can take a magical Command	Start with Clubs (Hand Weapons), Shields & More Metal (Light Armour). Each model can wear Metal +1 at 1.5pts per model, Can be armed with either Spears at 1pts, Additional Hand Weapons without Shields at 0.5pts, War Nets without Shields at 1pt, Great Blades without Shields at 2pts or Great Hammers without Shields at 2pts per model, Upgrade one model to a Command Piece at 13pts, One Grunt Unit's Command Piece within an Black Land Orc's army can be a magical Command	10-70	1■	5pts
Grunut Bowmun	-	Start with Spiked Bows (both Short Bow & Hand Weapon). Upgrade a Short Bow to a Bow for 0.5pts per model, May wear Metal +1 (Light Armour) at 3 pts at per model.	5-25	0.5■ 0.25◆	4pts
Grunut Slingers	-	Start with Small Axes (Hand Weapons), Slings, & Shields.	3-10	0.5◆	8pts
Retches	-	Start with Needle Sharp Teeth and anything they can get their little grubby hands on! (Hand Weapons)	1-9	1■ 1◆	18pts
Blue Orcs	-	Start with two Clubs (Two Hand Weapons). Upgrade one model to a Command Piece at 15pts.	10-40	1■ 0.5◆ 0.5★	10pts
Blue Grunt Slingers	-	Start with Axes (Hand Weapons), Slings & Shields.	3-10	0.5■ 1◆ 0.5★	13pts
Saws	0-1 Magical Command	Start with Two Saw Blades (Two Hand Weapons) & More Metal (Heavy Armour). Exchange Additional Hand Weapons for a Great Saw Blade at 2pts per model, Upgrade one model to a Command Piece at 15pts, which can be a Magical Command.	10-40	1◆	15pts
Tabers	-	<u>Piper:</u> Starts with an Axe (Hand Weapon) & Metal (Light Armour). <u>Tabers:</u> Starts with Teeth & Claws.	1 Piper	0.5◆	Piper 9pts
			1-5 Tabers		Taber 21pts
Giant Wolf Spiders	-	<u>Beast Master:</u> Starts with an Axes (Hand Weapons). Metal Metal +1 (Light Armour) at 1pt. <u>Giant Wolf Spider:</u> Start with Teeth and Claws.	3 - 8 Beast Masters	0.75◆	Best Master 4pts (25 sps)
			2 – 6 Giant Wolf Spiders		Giant Wolf Spiders 35pts (100 sps)
Black Land Trolls	-	<u>Beast Master:</u> Starts with an Axes & Prodders (Hand Weapons). Metal Metal +1 (Light Armour) at 1pt. <u>Black Land Trolls:</u> Start with Teeth & Claws (Hand Weapons).	3 - 8 Beast Masters	0.5◆	Best Master 4pts
			3 – 12 Trolls		Troll 28pts
Carnage	-	Start with Teeth, Iron Spikes & Rusty Metal (Heavy Armour)	1	1◆	75pts
Orc Chariot	One Chariot Unit within an army can take a magical Command	Starts with Axes, Spears, Bows & Lots of Metal (Heavy Armour). Chariot Scythes at 5pts. Upgrade one model to a Command Piece at 20pts, and one Orc Chariot Unit can Magical Command Item.	1-6	0.5◆	30pts
Saw Iron Hide	0-1 Magical Command	Starts with Iron Spikes (Saw Lances), Saw Blades and Great Blades, Lots of Lots of Metal Heavy Armored & Chariot Scythes. Upgrade one model to a Command Piece at 30 point, can be a Magical Command.	1-5	1.5◆ & 1★	65pts
Iron Towers	-	The Orc 'Siege Tower' starts with Thick Leather Hide, Metal Plates, Axes (Hand Weapons) & Bows.	1 Tower	-	Tower 400sps
			1-10 Archers		10sps Archer

Check if the Orc Codex is Up To Date

Current Version V.3.4.

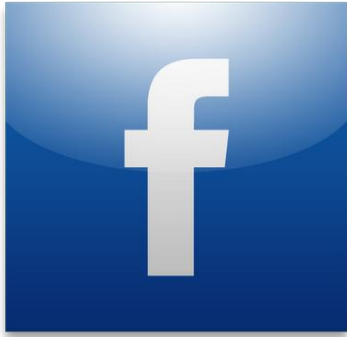


Check if you have the most up to date version of the Black Land Orcs Codex by clicking [HERE](#)



Thank you for Reading

You can keep an eye on me and Epicwargaming.com's progress by:



Following us on [Facebook](#)



Following us on [Twitter](#)



Subscribe to are channel on [YouTube](#)



Join us on the Epicwargaming.com
[Forum](#)



Please consider supporting Epicwargaming.com on [Patreon](#)

Credits

Written & Illustrated by

David L Scholes

Proof Read by

Epic Forum Member: Darkgunman 3

Game Testers

Thomas Grant

Alex Grant

Tristan Sykes

Special Thanks to my Patrons

Andrew Tippman

Brian Quirt

Greg

Kris Lachowski

LordKena

Luciano Molina

Thomas Grant