

The fantasy armies of the World of Naran
Unofficial expansion for the 3D FANTASY WARRIORS wargame.¹

ORCS
2018 VERSION
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ORCS

BASIC ARMY

General rules – from *F.W. Companion* by Nick Lund:

- ❑ Orcs armies can have one Allied Command of warriors from any of the following races: Goblins, Trolls, Ogres and Barbarians.
- ❑ The Allied Command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The Allied Command can consist of Unit made up of several of the above races.
- ❑ The Allied Command cannot have any Individuals.
- ❑ An orc army can have up to one of each type of talisman at a cost of 100 point each.

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ❑ The Orcs Army can be used in all the Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Orcs may have Allied Commands formed with warriors from the Evil or Neutral faction.
- ❑ The Orcs may have Mercenaries Commands formed with warriors from the Evil or Neutral faction.

Ogres & Trolls:

- ❑ The Orcs may deploy the Ogres and Trolls as normal troops, without having to provide them with appropriate Allied or Mercenary Commands. See their profiles in the **Ogres & Trolls** army book.

Army composition:

- ❑ The Orcs armies follow the army composition rules described in the *Naran Fantasy Wars Rules Compendium*.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium *“Ars Arcana of Naran”*.

Special rules:

- ❑ Orcs can use poisoned arrows.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Orcs Rabble *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rabble	Poor.	Trib.	-	-	1	Lt/Sh	Hd	6in	No	No	Day	1	+1Ave	10	30

Orc Infantry *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Ave	Tribal	+1	-	1	Md/Sh	Hd	6in	No	No	Day	5	+3Vet	5	20
Infantry	Ave	Tribal	+1	-	1	Md	2-Hd	6in	No	No	Day	5	+3Vet	5	20
Infantry	Ave	Tribal	+1	-	1	Md/Sh	Sp	6in	No	No	Day	5	+3Vet	5	20
Infantry	Ave	Tribal	+1	-	1	Md	Pole	6in	No	No	Day	6	+3Vet	5	20

Orc Bodyguard *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Guards	Vet.	Tribal	+1	-1	2	H/Sh	Hd	5in	No	No	Day	18	+8Elite	4	10
Guards	Vet.	Tribal	+1	-1	2	H	2-Hd	5in	No	No	Day	18	+8Elite	4	10
Guards	Vet.	Tribal	+1	-1	2	H	Pole	5in	No	No	Day	19	+8Elite	4	10

Special rules:

- Legendary Unit.

Limits:

- Must be placed in Battle Leader command.

MISSILES TROOPS

Orc Rabble Archers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archers	Poor	Tribal	-	-	1	Lt	B/Hd	6in	No	No	Day	3	+1Ave	5	20

Orc Archers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archers	Ave	Tribal	+1	-	1	Md	B/Hd	6in	No	No	Day	7	+3Vet	5	20

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ARTILLERY

All Units in this sections follow Artillery rules: see Naran Rules Compendium..

Ballista *(base size 1in by 2in, crews base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Ballista	Ave	-	+2	-	3	-	Bal.	-	7	No	-	20	-	2	5
Crew	Ave	Trib.	+1	-	1	Md	1H	6in	No	No	Day	5	-	2	3

CAVALRY

Orc giant wolf riders *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Orc	Ave	Tribal	+1	-	1	Md/Sh	Sp/1H	11in	7	No	Day	15	+7Vet	3	20
with wolf	"	"	+2	-1	2	"	T&C	"	"	"	"	"	"	"	"

Notes:

- They have charge spear.

Orc giant wolf rider Archers *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Tribal	+1	-	1	Md	B/1H	11in	7	No	Day	10	+7Vet	3	20
with wolf	"	"	+2	-1	2	"	T&C	"	"	"	"	"	"	"	"

TERRIBLE CREATURES

Giant Orcs *(base size 1,5 in by 1,5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
G. Orcs	Ave	Tribal	+3	-1	2	Md/Sh	1H	6in	7	Yes	Day	25	+6Vet	4	10
G. Orcs	Ave	Tribal	+3	-1	2	Md	2H	6in	7	Yes	Day	25	+6Vet	4	10

Limits:

- Max one Unit every 1000 army points.

Two-heads Orc half giant *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Umpr.	Tribal	+4	-3	5	Lt	2H	8in	6+2W	Yes	Day	92	-	1	1

Special rules:

- Giant creatures
- Linebraker

Note:

- The table with the profile of this Half Giant has been published on “*Rules Update by Nick Lund*”.

Juggernaut *(base size 4in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Juggernaut	Umpr.	Fan.	+9	-6	10	H	2H	8in	6+4W	Yes	Day	328	-	1	1

Special rules:

- Giant creatures
- Rides creatures (can only be ridden by Battle Leaders, Heroic Warchiefs, Heroes, and Wizards)
- Linebraker

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Orc Warchiefs and Battle Leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+2	-	2	H/Sh	1H	6in	7	No	Day	32+C	-	-	-
on wolf	Elite	Trib.	+3	-1	5	H/Sh	1H	10in	6	No	Day	66+C	-	-	-

Orc Warchief on War chariot *(base size 4in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Battle leader	Elite	Trib.	+2	-1	15	H/Sh	T&C	10in	6+4W	No	Day	375+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker
- War chariots

Orc Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Tribal	+2	-1	5	Md/Sh	1H	6in	7+1W	No	Day	96	-	-	-
on wolf	Elite	Tribal	+3	-2	9	Md/Sh	1H	12in	6+2W	No	Day	210	-	-	-
Courier	Vet.	Tribal	+1	-	1	Lg	1H	14in	7	No	Day	45	-	-	-
Scout	Vet.	Tribal	+1	-	1	Md	1H	6in	7	No	Day	66	-	-	-
Command Herald	Vet.	Tribal	+1	-	1	Md	1H	6in	7	No	Day	40	-	-	-
Command Banner	Vet.	Tribal	+1	-	1	Md	1H	6in	7	No	Day	50	-	-	-

Special rules:

- Linebraker (only Heroes)

ARS ARCANA

Orc Arcane Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Soothsayer	Poor	Tribal	+1	-	1	Lt	1H	9in	7	No	Day	52	-	-	-
Wizard	Ave	Tribal	+1	-	1	Lt	1H	8in	7	No	Day	9+M	-	-	-
on wolf	Ave	Tribal	+2	-1	3	Lt	1H	13in	7	No	Day	18+M	-	-	-
Priest	Ave	Tribal	+1	-	1	Lt	1H	8in	7	No	Day	84	-	-	-

Note:

- The table with the profile of the Wizard mounted on giat wolf was published in “*WARRIOR n. 6 – Nov./Dec. 1993*”.

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