

Орки 0.18 - раса неприхотливая и воинственная. За счёт могучей горы мышц и регенерации способны "пережить" любую напасть.										
Многие считают, что орки - исключительно рукопашная фракция. Да, они рукопашники, но не упаси Сигмар вас получить стрелу ТАКИХ РАЗМЕРОВ										
Почти вся фракция имеет Dumb, потому абсолютно не страдает от потерь и попаданий, удерживая позиции как никто иной.										
Чёрные орки и тролли - лучшие штурмовые войска в природе. Однако щиты у Орков - редкость, потому осторожнее со стрелками.										
Группа орков состоящая исключительно из Undisciplined моделей может заявлять Координированный приказ, однако тратя ВСЕ активации										
У орков можно встретить оружие с Huge типом. Такое оружие имеет на 1 куб атаки в базе меньше, однако бонус урона для него утроен.										
Маги орков имеют доступ к Blood, Nature, Death, Телекинезу										
Ork Grunt						Undisciplined		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	9	12	5	1	9	1	foot	3 - 2	all	
Courage: Dumb; Regeneration 1; Brawler 1										
Weapon			Wargear		Extra rules			Points	S C	
Axe								10	0	
Axe+Axe								12	0	
Great axe								12	0.5	
Axe+Buckler								13	0.5	
Axe+Buckler			Arm +1					14	0.5	
Thrown axes								11	0	
Huge axe								13	0	
Black Ork Grunt						Disciplined		Heavy infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
14	9	13	6	2	9	2	foot	3 - 2	5	
Dogged; Regeneration 1; Martial arts 1; Brawler 2										
Weapon			Wargear		Extra rules			Points	S C	
Axe								17	0	
Axe			Arm +1					17	0.5	
Axe+Axe								18	0	
Great axe								20	0.5	
Axe+Buckler								19	1	
Axe+Buckler			Arm +1					21	1	
Great axe			Arm +1		Leader 1			25	1.5	
Huge axe			Arm +2					25	1	
Ork Feral						Undisciplined		Skirmisher		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	10	12	5	0	9	1	foot	4 - 2	all	
Courage: Dumb; Regeneration 1; Forward 1; Frenzy 1; Brawler 2										
Weapon			Wargear		Extra rules			Points	S C	
Axe								10	0	
Axe					Berzerker 1			10	0	
Axe + Axe					Berzerker 1			12	0.5	
Thrown axes					Stealth 1			12	0	
Huge axe								11	0.5	
Huge axe			Arm +1		Leader 1			11	1.5	
Mag Huge axe			Ph +1		Leader 2			15	2	
Ork Shooter						Undisciplined		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
13	9	12	5	1	9	1	foot	3 - 2	all	
Courage: Dumb; Regeneration 1;										
Weapon			Wargear		Extra rules			Points	S C	
Axe + Bow								14	0	
Axe + Bow			Arm +1					14	0.5	
AP Bow								15	0.5	
AP Bow			Arm +1					16	0.5	
Great Bow								20	0	
Great Bow			Arm +1					20	0.5	
Goblin runt						Swarm		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
7	8	6	1	0	4	1	foot	2 - 2	all	
Weapon			Wargear		Extra rules			Points	S C	
Unarmed								2	0	
Spear								4	0	
Sling								4	0	

Ork Feral Mob						Swarm		Skirmisher	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
12	9	12	5	0	8	1	foot	4 - 2	all
Courage: Dumb; Regeneration 1; Forward 1; Frenzy 1; Brawler 1									
Weapon			Wargear		Extra rules			Points	S C
Unarmed + Bite								9	0
Unarmed + Bite					Berzerker 1			9	0
Axe								10	0
Axe					Berzerker 1			10	0
Axe + Axe								11	0
Axe + Axe					Berzerker 1			11	0
Ork Boar Cavalry						Undisciplined		Cavalry	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
13	9	13	6	2	9	1	foot	6 - 1	10
Courage: Dumb; Regeneration 1; Charge 1									
Weapon			Wargear		Extra rules			Points	S C
Axe								15	0
Spear								15	0
Spear+Buckler								17	0.5
Spear+Buckler			Arm +1					18	1
Axe+Buckler								16	0.5
Axe+Buckler			Arm +1					16	1
Ork Bull Cavalry						Undisciplined		Heavy cavalry	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
13	9	13	7	2	9	1	foot	6 - 2	4
Courage: Dumb; Regeneration 1; Charge 2									
Weapon			Wargear		Extra rules			Points	S C
Axe + Gore								22	1
Spear + Gore								22	1
Spear+Buckler+Gore								25	1.5
Hammer+Buckler+Gore			Arm +1					26	1.5
Axe+Buckler+Gore								25	1.5
Axe+Buckler+Gore			Arm +1		Leader 1			30	2.5
Warboss Ironjaw						Disciplined		Hero Heavy	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
16	9	14	6	2	12	3	foot	3 - 2	1
Dogged; Regeneration 2; Martial arts 3; Leader 1; Brawler 3									
Weapon			Wargear		Extra rules			Points	S C
Axe + Bite + Gauntlet			Arm +1					31	0.5
Axe+Axe+Bite			Arm +1					33	0.5
Great axe +Bite					Leader 2			35	1
DA Great axe +Bite					Leader 3			38	2
Axe+Buckler + Bite								38	1
DA Axe+Buckler + Bite								40	1.5
Ork Feral Warchief						Undisciplined		Hero Skirmisher	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
17	10	14	7	0	10	4	foot	4 - 3	1
Dogged; Regeneration 3; Forward 2; Frenzy 1; Luck 2; Berzerker 0									
Weapon			Wargear		Extra rules			Points	S C
Axe + Axe			Luck 3		Brawler 3			25	0.5
Mag Axe + Mag Axe			Leader 1		Brawler 3			28	1
DA Huge axe			Leader 3		Brawler 2			25	2
Mag Huge axe			Leader 3		Blood 1			25	2
DA Great axe			Leader 3		Brawler 2			25	2

Goblin wolf Cavalry					Undisciplined		Beast Cavalry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
10	9	7	2	1	7	1	foot	5 - 2	5
Courage: Dumb; Forward 2									
Weapon			Wargear		Extra rules			Points	S C
Claws + Bite + Spear					Frenzy 1			10	0
Claws + Bite + Spear								12	1
Claws + Bite + Spear			Buckler		Frenzy 1			12	0
Claws + Bite + Spear			Buckler		Leader 1			12	0.5
Claws + Bite + SBow								12	1
Claws + Bite + SBow								13	1
Goblin spider Cavalry					Undisciplined		Beast Cavalry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
10	9	7	2	1	7	1	foot	4 - 2	8
Courage: Dumb; Climb; Stealth 2									
Weapon			Wargear		Extra rules			Points	S C
P. Bite + Spear								10	0
P. Bite + Spear			Buckler					10	0.5
P. Bite + Spear			Buckler		Veteran 1			12	0.5
P. Bite + P. Spear								11	0.5
P. Bite + P. Spear					Stealth 3			12	1
P. Bite + Spear			Short Bow		Stealth 3			13	1
Black Bull Cavalry					Disciplined		Elite Heavy cavalry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
14	9	14	8	3	10	1	foot	5 - 2	2
Dogged; Regeneration 1; Charge 2; Martial 1									
Weapon			Wargear		Extra rules			Points	S C
Axe + Gore								27	1
Spear + Gore								28	1
Spear+Buckler+Gore			Arm +1					30	1.5
Hammer+Buckler+Gore			Arm +1		Veteran 2			33	1.5
Axe+Buckler+Gore			Arm +1					30	1.5
Axe+Buckler+Gore			Arm +1		Leader 1			40	2.5
Warboss Ironhide						Disciplined		Hero Heavy	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
17	9	14	8	4	13	3	foot	3 - 1	1
Dogged; Regeneration 2; Martial arts 3; Brawler 2									
Weapon			Wargear		Extra rules			Points	S C
Axe + Buckler					Leader 1			31	0.5
Axe+Axe					Berzerker 2			27	0.5
Great axe					Leader 2			35	1
Ap Great axe					Leader 2			39	2
Axe+Shield					Leader 1			35	1
Ap Axe+Shield					Leader 2			40	1.5
Goblin weirdchief						Disciplined		Mage Hero	
WS	Prec	Ph	T	Arm	WIP	Her	Move	Speed	Ava
10	9	6	3	0	11	2	foot	3 - 3	1
Stealth 1; Blood 1; Nature 1; Regeneration 1; Custom 2									
Weapon			Wargear		Extra rules			Points	S C
Staff					Fire 1			16	0,5
Staff					Nature 2			18	1
Spear					Air 1			16	0.5
Spear					Earth 1			18	1
Knife + Knife			T +2		Blood 2			20	1,5

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Mountain troll						Undisciplined		Monster	
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
11	8	16	10	6	5	1	foot	3 - 2	1
Courage: Dumb; Regeneration 3; Frenzy 1; Tough 1; Brawler 1; Berzerker 0									
Weapon			Wargear		Extra rules			Points	S C
Unarmed + Bite								75	2
DA Unarmed + Bite								75	3
Mace + Bite								80	3

Maggot					Disciplined		Warband hero		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
9	9	6	4	1	7	1	foot	3 - 2	1
Luck 4; Chameleon 1									
Weapon			Wargear		Extra rules		Points	S C	
Spear							10	0	

Maggot					Disciplined		Warband hero		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava
9	9	6	4	1	7	1	foot	3 - 2	1
Luck 4; Chameleon 1									
Weapon			Wargear		Extra rules		Points	S C	
Spear							10	0	