

Orcs of Gundabad



CARPE DIEM

Allows the playing of multiple cards.

Stops enemy evading.

Allows attacks from flank or rear

PURSUIT/RETREAT

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GOAD

Warriors or Elites troops may face off an enemy within 5" without making contact.

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SPEAR HEDGE

Noble Raiders and any other troops in formation with them may form a Spear Hedge when receiving an enemy charge.

RETREAT

HATED FOE

The Troops owner may use this to add an additional d6 to combat. If two Hated Foes cards are played it will add 3d6 in combat.

One Hated Foes card may be played against an opponent to oblige one Group to charge 2d6 inches towards the nearest enemy, OR it will cause -1 on "to Hit" rolls in combat.

Two Hated Foes cards will cause one Enemy Group or Formation to stand stupified and not move this turn.

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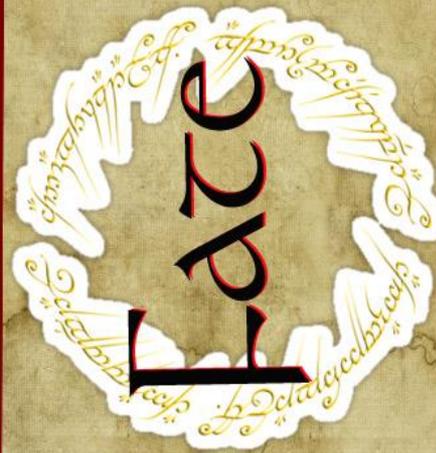
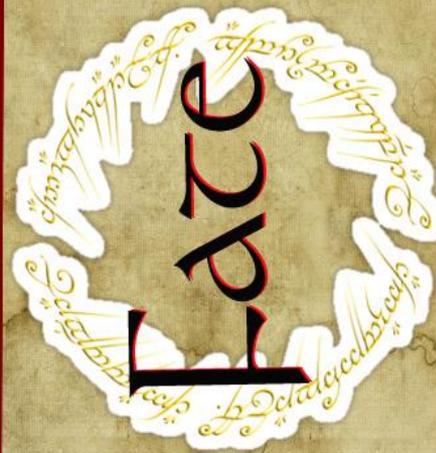
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AGGRESSIVE CHARGE

A violent charge adding +1 to the "to Hit" roll.

PURSUIT



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THE EYE IS WATCHING

This card must be used on a *Group* or *Formation* within the command radius of the Orc Lord. When played, the Lord uses the threat of Sauron's displeasure to rally his troops. For the first two rounds of combat for these units this turn, they will receive no *Shock*.

PURSUIT

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PURSUIT

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RAGE

Oblige one enemy *Group* within 12" to test to see if they surge forward 3d6 inches.
Roll below or equal to the *Shock* on the chosen enemy *Group*.

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ORC LORD

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**ORC LEADER
ONE**

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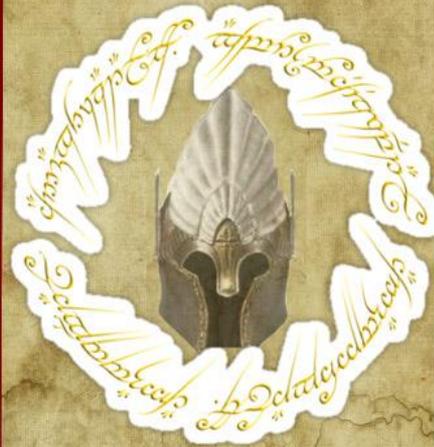
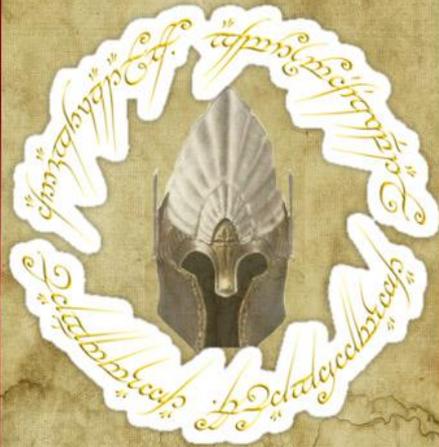
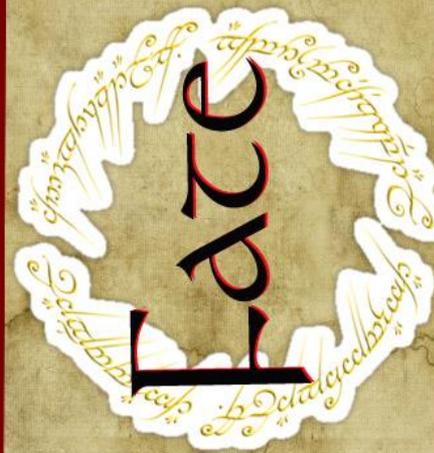


**ORC LEADER
TWO**

Orcs of Gundabad



**ORC LEADER
THREE**



Dux Arda

Dux Arda

Dux Arda

Dux Arda

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ORC LEADER
FOUR

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ORC UNIT
ONE

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ORC UNIT
TWO

Orcs of Gundabad



ORC MISSILES

A

B

C

THE
BLANK
CARD

