

Universal Orc Rules

These rules apply to all units with the **Orc** keyword unless otherwise stated.

Tough Skin

Years of surviving brutal battles and harsh environments have hardened the Skull Splitters' bodies into thick, leather-like protection.

This natural resilience is permanently represented by their Armor value of 1 and is always active.

This Armor:

- cannot be repaired
 - may still be enhanced by abilities or effects
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Hatred

Orcs harbor a deep-seated hatred toward Elves and refuse to fight beside them.

Orc units may not be deployed on a Team containing Elven units.

Brutal Resolve

Orcs are notoriously stubborn and difficult to mentally break once battle has begun.

If an Orc unit is targeted by a Willpower-based ability that applies:

- Fear
- Mind Control
- Panic
- or similar mental effects

the Orc gains:

- +1 Willpower for that opposing roll only.