

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 have a long-standing hatred and distrust of both **Elves** and **Goblins**.

A unit with the **Orc** keyword may not be included on a team containing a unit with the **Elven** or **Goblin** keyword.

Wayward Coin Exception:

This restriction does not apply to an **Elven or Goblin unit that also has the Wayward Coin keyword**. Orcs may fight alongside members of these races who have joined the Wayward Coin, putting their old grudges aside in service of their shared company.

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.