

BOAR 10 POINTS

ANY

LVL: 3 MELEE ATTACK
 AC: 15 +7 (5)
 SPD: 8
 HP: 35

TYPE: Large Animal

SPECIAL ABILITIES: **Woundfury** (+5 damage if wounded); **Charger** (+2 attack and +5 damage while charging); **Death Strike** (when this creature's hp are reduced to 0 or lower, it may immediately make one melee attack); **Wild**.

† For use with: *Dungeon Command: Boar*

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ORC ARCHER-RANGER 15 POINTS

CE


LVL: 4 MELEE ATTACK
 AC: 14 +5 (5)
 SPD: 7 RANGED ATTACK
 HP: 25 +8/+7 (5)

TYPE: Humanoid - Orc

SPECIAL ABILITIES: **Minions** (1 Wolf with cost 5); **Humanoid Foe** (Damage +5 against humanoids); **Instinctive Fire** ☐ (Immediate; use after an enemy resolves a ranged attack; this creature may make a ranged attack against that creature; this creature gains Blindsight for that attack); **Precise Shot**.

† For use with: *Dungeon Command: Orc Archer*

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ORC BARBARIAN 17 POINTS

CE

LVL: 5 MELEE ATTACK
 AC: 14 +10 (15)
 SPD: 7
 HP: 50

TYPE: Humanoid - Orc

SPECIAL ABILITIES: **Bloodrage** (If wounded, can't move while an enemy is adjacent); **Cleave**.

† For use with: *Dungeon Command: Orc Barbarian*

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ORC CHIEFTAIN 33 POINTS

CE COMMANDER 3

LVL: 7 MELEE ATTACK
 AC: 16 +10/+7 (15)
 SPD: 7
 HP: 70

TYPE: Humanoid - Orc

COMMANDER EFFECT: Orc followers gain Persistent (This creature can act normally on any turn that it rallies)
WARBAND BUILDING: All non-good Orcs are legal in your warband
SPECIAL ABILITIES: **Cleave**; **Keen Critical 19**; **Wary** ☐☐ (Swift; radius 2 centered on Orc Chieftain; Orc allies gain +5 damage on melee and ranged attacks; enemies take 5 sonic damage and -2AC; DC 14).

† For use with: *Dungeon Command: Orc Chieftain*

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ORC TEMPLAR OF GRUUMSH 27 POINTS

CE


LVL: 7 MELEE ATTACK
 AC: 18 +10/+7 (10)
 SPD: 6
 HP: 50

TYPE: Humanoid - Orc

SPECIAL ABILITIES: **Smite +10** ☐; **Melee Reach 2**; **Godspear** ☐ (Swift; this creature can use one melee attack as if it has range sight until the end of turn); **Blessing of Gruumsh** ☐ (Immediate; when an Orc ally wounds an enemy, that ally heals 15 hp).
SPELLS: 1st - *magic weapon* ☐ (touch; +1 attack, ignore DR); 2nd - *divine protection* ☐ (your warband; +1 AC, save +1); *bull's strength* ☐ (touch; target creature with cost 16 or less gets melee damage +5)

† For use with: *Dungeon Command: Cleric of Gruumsh*

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ORC DRUDGE 22 POINTS

CE

LVL: 7 MELEE ATTACK
 AC: 17 +12 (10)
 SPD: 6
 HP: 45 RANGED ATTACK
 +9 ☐ (Paralysis)

TYPE: Humanoid - Orc

SPECIAL ABILITIES: **Bounty Hunter** (Ignores abilities that redirect, retarget or which turns hits into misses); **Bam** ☐ (Use when this creature rolls a natural 19 or 20 on a successful attack; the target is stunned); **Paralysis** (DC 14); **Unimpeded Charger** (+2 speed while charging); **Coup de Grace** (helpless target only; +30 damage); **Keen Critical 19** ☐.

† For use with: *Dungeon Command: Orc Drudge*

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ORC WAR DRUID 24 POINTS

CE COMMANDER 1

LVL: 5 MELEE ATTACK
 AC: 12 +8 (5 + poison)
 SPD: 6
 HP: 35

TYPE: Humanoid - Orc

COMMANDER EFFECT: Orcs, Animals and Magical Beasts followers gain Stable Footing
SPECIAL ABILITIES: **Skullstaff** ☐ (Replace attacks; line 6; 10 acid damage and 5 fire damage; DC 13); **Squall** ☐ (Swift; -5 to all ranged attacks until end of turn); **Beastmaster 4**; **Stable Footing**; **Poison** (5 damage whenever poisoned creature activates; DC 13).
SORCERER SPELLS: 1st - ☐☐☐ *summon nature's ally I* (Animals or Magical Beasts with a total cost of 5 or less); *magic fang* /touch, Animal or Magical Beast only; *attack +1, ignore DR*)

† For use with: *Dungeon Command: Orc Druid*

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ORCBOUND OWLBEAR 30 POINTS

CE

LVL: 8 MELEE ATTACK
 AC: 15 +12/+12 (10 + Grab)
 SPD: 6
 HP: 65

TYPE: Large Magical Beast

SPECIAL ABILITIES: **Orkish Slave** (+2 attack while within 6 squares of an Orc ally); **Rend +20** (If this creature hits 1 enemy with both melee attacks on the same turn, damage +20 to second attack); **Melee Reach 2**; **Command Dependent** (This creature has Speed 0 if it activates when out of command); **Grab** (Pull target to adjacent square; DC 14); **Murderous** (On its turn, this creature cannot move or attack a nonwounded enemy if a wounded enemy is adjacent).

† For use with: *Dungeon Command: Owlbear*

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VÁGAR, OGRE LORD 54 POINTS

CE COMMANDER 2

LVL: 9 MELEE ATTACK
 AC: 16 +14 (30 magic)
 SPD: 8
 HP: 100

COMMANDER EFFECT: Orcs and Ogre allies gain Immune Aura of Fear

TYPE: Large Giant

SPECIAL ABILITIES: **Cursed Axe** (Place this creature in its start area when it damages an enemy with a critical hit); **Backswing** ☐ (Use when this creature misses a melee attack; reroll that attack); **Overwhelming Size** (Attack +2, damage +5 against smaller enemies); **Melee Reach 2**; **Cleave**; **Ghost Touch**.

† For use with: *Dungeon Command: Ogre*

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