

 **WEREBOAR
MERCENARY** **18**
POINTS

LE/CE

LVL: 5 MELEE ATTACK
AC: 18 +7 (10 + Grip)
SPD: 6
HP: 50

TYPE: Humanoid - Orc - Shapechanger
SPECIAL ABILITIES: **Death Strike**; **DR 5**;
Woundfury (+5 damage if wounded); **Grip** (Make a second attack towards the same creature; if successful, 10 damage + Paralysis until this creature becomes nonadjacent to target; DC 14, ignore damage and Paralyzed); **Paralysis** (DC 14).

† For use with: *Dungeon Command: Wereboar*

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**AMULET OF
GRUUMSH** **4**
POINTS

POWERS: Equipped creature gains Blindsight.

ONLY USEABLE BY: Orc



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**BADGE OF THE
HORDE** **2**
POINTS

POWERS: Equipped creature gains Horde Tactics (+1 melee attack against enemies adjacent to an orc who has Horde Tactics).

ONLY USEABLE BY: Orc



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**BEAST TOUCHED
BOOTS** **4**
POINTS

POWERS: Equipped creature gains Leaping Charge (Use only when this creature declares a charging attack; move at least 4 squares, as if with Flight and +5 melee damage until end of turn).

ONLY USEABLE BY: Orc



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ORC BLOOD'S VIAL **3**
POINTS

POWERS: Equipped creature gains the Orc type and becomes Unique.

Unique Item

ONLY USEABLE BY: CE non-Orc humanoid creature with a lower than 30 points cost.



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ORC LIQUOR **3**
POINTS

POWERS: **Mighty Draught** (Replaces attacks; this creature or an adjacent Orc ally gains Resist All 5 until the start of its next turn, then takes 5 poison damage).

ONLY USEABLE BY: Orc



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**PATRON OF
ILNEVAL'S RING** **6**
POINTS

POWERS: **Tactician** (Commander rating gets +1 for initiative checks)

Ilneval's Distraction (Replaces attacks; range 6; chose 2 Orc allies within this creature's line of sight that haven't taken a turn this round; those allies switch places)

Unique Item

ONLY USEABLE BY: Orc Commander



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**WHETSTONE OF
YURTRUS** **4**
POINTS

POWERS: **Yurtrus Rot** (-1 speed)

Resist 5 negative

The White Hand (+5 negative damage on natural attack rolls of 17 or greater)

Unique item

ONLY USEABLE BY: Orc Commander



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OE DCOMMAND:
ORIGINAL BLOOD OF
EDITION EDITION GRUUMSH

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