

Monster Name	Orcs							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	35%	35%	35%	45%	25%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	12	3	4	4	0	0	0
	Armour: Medium Armour (Chain Shirt, Leather jack, Leather Skullcap) ; Head 1, Arms 1, Body 3, Legs 0							
Greenskins	Weapons: Choppa, Bow, Shield							

Monster Name	Orc Shooty Boyz							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	35%	40%	35%	45%	30%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	12	3	4	4	0	0	0
	Armour: Medium Armour (Chain Shirt, Leather jack, Leather Skullcap) ; Head 1, Arms 1, Body 3, Legs 0							
Greenskins	Weapons: Choppa, Shield, Bow with Arrows							

Monster Name	Wingnot, Orc Shaman Lord							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	50%	50%	45%	60%	40%	45%	55%	40%
	A	W	SB	TB	M	MAG	IP	FP
	2	18	4	6	4	+3	0	0
	Armour: None ; Head 0, Arms 0, Body 0, Legs 0							
Greenskins	Weapons: Hand Weapon Ax							

Monster Name	Orc Apprentice Shaman							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	40%	35%	35%	50%	30%	30%	35%	25%
	A	W	SB	TB	M	MAG	IP	FP
	1	12	3	4	4	0	0	0
	Armour: Medium Armour (Chain Shirt, Leather jack, Leather Skullcap) ; Head 1, Arms 1, Body 3, Legs 0							
Greenskins	Weapons: Choppa, Shield, Bow with Arrows							

Monster Name	Orc Bodyguards							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	35%	35%	35%	45%	25%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	12	3	4	4	0	0	0
	Armour: Medium Armour (Chain Shirt, Leather jack, Leather Skullcap) ; Head 1, Arms 1, Body 3, Legs 0							
Greenskins	Weapons: Choppa							

Monster Name	Orc Big'Uns							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	44%	35%	46%	45%	25%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	14	4	4	4	0	0	0
	Armour: Medium Armour (Chain Shirt, Leather jack, Leather Skullcap) ; Head 1, Arms 1, Body 3, Legs 0							
Greenskins	Weapons: Choppa, Hand Weapon (Mace)							

Monster Name	Orc Armourers							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	43%	35%	52%	45%	33%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	14	5	4	4	0	0	0
	Armour: Medium Armour (Chain Shirt, Leather jack, Leather Skullcap) ; Head 1, Arms 1, Body 3, Legs 0							
Greenskins	Weapons: Choppa, Dagger, Shield							

Monster Name	Goblins							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	25%	30%	30%	30%	25%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	8	3	3	4	0	0	0
	Armour: Light Armour (Leather Jerkin) ; Head 0, Arms 0, Body 1, Legs 0							
Greenskins	Weapons: Hand Weapon, Spear, Shield							

Monster Name	Gorgal Ironfoot, Orc Warboss							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	73%	50%	55%	70%	55%	40%	45%	35%
	A	W	SB	TB	M	MAG	IP	FP
	3	21	5	7	4	0	0	0
	Armour: Heavy Armour (Sleeved Mail Coat, Breastplate, Plate Bracers, Plate Leggings) ; Head 0, Arms 4, Body 4, Legs 4							
Greenskins	Weapons: Great Weapon (Two-Handed Axe)							

Monster Name	River Troll							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	37%	15%	51%	44%	22%	18%	27%	10%
	A	W	SB	TB	M	MAG	IP	FP
	3	29	5	4	6	0	0	0
	Armour: None; Head 0, Arms 0, Body 0, Legs 0							
Greenskins	Weapons: Claws and Great Weapon							

Monster Name	Orc Shooty Boyz
	Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Ride or Swim, Scale sheer Surface, Speak Language (Goblin Tongue), Torture
	Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow
	Special Rules: Animosity, Choppas

Monster Name	Orcs
	Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Swim, Scale sheer Surface, Speak Language (Goblin Tongue), Torture
	Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow
	Special Rules: Animosity, Choppas

Monster Name	Orc Apprentice Shaman
	Skills: Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (Greenskins) +10%, Gossip, Heal, Intimidate, Magic Sense, Outdoor Survival, Perception, Performer (Dancer, Singer), Scale Sheer Surface, Speak Language (Goblin Tongue, Queekish, Reikspiel), Torture
	Talents: Menacing, Night Vision, Petty Magic (Hedge), Public Speaking, Street Fighting, Strike to Injure, Strike Mighty Blow
	Special Rules: Animosity, Choppas

Monster Name	Wingnot, Orc Shaman Lord
	Skills: Academic Knowledge (Engineering +10%, Religion, Theology +10%,) Channeling +20%, Charm, Common Knowledge (Greenskins, Skaven, Undead) +10%, Gossip +10%, Heal +20%, Intimidate +20%, Magical Sense +20%, Outdoors Survival, Perception +20%, Performer (Dancer, Singer) +20%, Read/Write, Ride, Scale Sheer Surface, Speak Language (Goblin Tongue, Eltharin, Khazalid, Queekish, Reikspiel), Speak Arcane Language (Daemonic, Magick), Torture
	Talents: Aethyric Attunement, Divine Lore (Spirits), Fast Hands, Fearless, Lesser Magic (Aethyric Armour, Move), Master Orator, Meditation, Menacing, Mighty Missile, Night Vision, Petty Magic (Hedge), Public Speaking, Street Fighting, Strike Mighty Blow, Strike to Injure, Strong-minded

Monster Name	Orc Big'Uns
	Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Swim, Scale sheer Surface, Speak Language (Goblin Tongue), Swim, Torture
	Talents: Ambidextrous, Menacing, Night Vision, Street Fighting, Strike Mighty Blow
	Special Rules: Animosity, Choppas

Monster Name	Orc Bodyguards
	Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Swim, Scale sheer Surface, Speak Language (Goblin Tongue), Swim, Torture
	Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow
	Special Rules: Animosity, Choppas

Monster Name	Goblins
	Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Swim, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)
	Talents: Night Vision
	Special Rules: Animosity, Elveses is Scary

Monster Name	Orc Armourers
	Skills: Common Knowledge (Greenskins) +10%, Intimidate, Outdoor Survival, Perception, Swim, Scale sheer Surface, Speak Language (Goblin Tongue), Swim, Torture, Trade (Armourer)
	Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow, Very Strong

Monster Name	River Troll
	Skills: Intimidate, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim +10%
	Talents: Fearless, Frightening, Natural Weapons, Night Vision, Specialist Weapon Group (Two-Handed)
	Special Rules: Regeneration, Stink Baaad, Stoopid, Vomit

Monster Name	Gorgal Ironfoot, Orc Warboss
	Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Greenskins) +10%, Consume Alcohol, Dodge Blow, Intimidate +20%, Outdoor Survival +10%, Perception +20%, Scale Sheer Surface +10%, Speak Language (Goblin Tongue), Swim, Torture
	Talents: Disarm, Lighting Parry, Menacing, Night Vision, Specialist Weapon Group (Two-Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient
	Special Rules: Animosity

Monster Name	Ugma, River Troll Chieftain							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	57%	15%	61%	59%	42%	45%	42%	15%
	A	W	SB	TB	M	MAG	IP	FP
	4	35	6	5	6	0	0	0
Armour: None ; Head 0, Arms 0, Body 0, Legs 0								
Greenskins	Weapons: Claws and Great Weapon							

Monster Name	Night Goblins							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	25%	30%	30%	30%	25%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	8	3	3	4	0	0	0
Armour: Light Armour (Leather Jerkin) ; Head 0, Arms 0, Body 1, Legs 0								
Greenskins	Weapons: Hand Weapon, Great Weapon (Iron Ball and Chain), Net							

Monster Name	Snotling							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	15%	0%	12%	15%	30%	12%	10%	10%
	A	W	SB	TB	M	MAG	IP	FP
	1	4	1	1	4	0	0	0
Armour: None ; Head 0, Arms 0, Body 0, Legs 0								
Greenskins	Weapons: Dagger							

Monster Name	Night Goblin Herders							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	25%	30%	30%	30%	25%	25%	30%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	8	3	3	4	0	0	0
Armour: Light Armour (Leather Jerkin) ; Head 0, Arms 0, Body 1, Legs 0								
Greenskins	Weapons: Special (Two-Handed Squig Prodder)							

Monster Name	Screech, Night Goblin Shaman Lord							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	42%	45%	40%	45%	40%	50%	45%	40%
	A	W	SB	TB	M	MAG	IP	FP
	2	16	4	4	4	3	0	0
Armour: None ; Head 0, Arms 0, Body 0, Legs 0								
Magic Item: Staff Gork								
Greenskins	Weapons: Dagger							

Monster Name	Hobgoblins							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	31%	36%	33%	37%	29%	25%	27%	20%
	A	W	SB	TB	M	MAG	IP	FP
	1	10	3	3	4	0	0	0
Armour: Light Armour (Full Leather Armour) ; Head 1, Arms 1, Body 1, Legs 1								
Greenskins	Weapons: Hand Weapon, Shield or Second Hand Weapon, Short Bow							

Monster Name	Black Orc							
Main Profile	WS	BS	S	T	AG	INT	WP	FEL
Secondary	42%	30%	44%	45%	26%	26%	40%	25%
	A	W	SB	TB	M	MAG	IP	FP
	1	13	4	4	4	0	0	0
Armour: Heavy Armour (Breastplate, Full Mail Armour, Helmet) ; Head 5, Arms 3, Body 5, Legs 3								
Greenskins	Weapons: Choppa, Hand Weapon or Great Weapon, Shield							

Monster Name	Night Goblins
	Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim
	Talents: Night Vision, Specialist Weapon Group (Entangling)
	Special Rules: Animosity, Dwarf Hatred, Elveses is Scary, Night Goblin Fanatics

Monster Name	Ugma, River Troll Chieftain
	Skills: Command, Intimidate +10%, Perception +10%, Scale Sheer Surface +10%, Speak Language (Goblin Tongue, Reikspiel), Swim +20%
	Talents: Fearless, Frightening, Menacing, Natural Weapons, Night Vision, Sixth Sense, Specialist Weapon Group (Two-handed), Strike Mighty Blow
	Special Rules: Regeneration, Stink Baaad, Stupid, Vomit

Monster Name	Night Goblin Herders
	Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim
	Talents: Night Vision, Specialist Weapon Group (Entangling, Two-Handed)
	Special Rules: Animosity, Dwarf Hatred, Elveses is Scary

Monster Name	Snotling
	Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue)
	Talents: Fearless, Night Vision
	Special Rules: None

Monster Name	Hobgoblins
	Skills: Animal Care, Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Prepare Poison +10%, Ride +10%, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)
	Talents: Mighty Shot, Night Vision, Rapid Reload, Rover, Trick Riding
	Special Rules: Animosity, Poisoned Attacks

Monster Name	Scretch, Night Goblins Shaman Lord
	Skills: Academic Knowledge (Theology, Poisons) +20%, Common Knowledge (Greenskins) +20%, Channeling +20%, Charm +10%, Concealment, Gossip +10%, Heal +20%, Intimidate +10%, Magical Sense +20%, Outdoor Survival, Perception +20%, Performer (Dancer) +10%, Ride, Silent Move, Scale Sheer Surface, Speak Arcane Language (Magick) Speak Language (Goblin Tongue, Khazalid, Reispiel), Swim
	Talents: Aethyric Attunement, Divine Lore (Spirits), Fast Hands, Fearless, Lesser Magic (Aethyric Armour, Dispel), Master Oratorm Meditation, Night Vision, Petty Magic (Hedge), Public Speaking, Specialist Weapon Group (Entangling), Strike to Injure, Strong-minded
	Special Rules: Animosity, Dwarf Hatred, Elveses is Scary,

Monster Name	Black Orcs
	Skills: Command +20%, Common Knowledge (Greenskins) +10%, Intimidate +10%, Outdoor Survival, Perception +10%, Ride +10%, Swim, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim, Torture
	Talents: Menacing, Night Vision, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun
	Special Rules: Quell Animosity, Choppa

