



THE ARMY OF THE BLACK ORC BREWERY

Everyone knows the dark tale of Josef Bugman and his Brewery. Bugman was a master dwarf brewer who was world renowned for his famous beers, known as Bugman's XXXXXX. One night, returning from a trading trip in the Empire, he found his brewery ablaze, attacked by a raiding party of Goblins lead by the Goblin Warboss Git Guzzler who destroyed the brewery, killed his kin and stole his brew. Legends (spread by Dwarfs) say that Bugman hunted down and recovered every cask of the XXXXXX. Not so! One cask remained in greenskin hands. After many bloody changing of hands, it fell into the possession of the Orc Great Shaman Shiznit. Shiznit was able through long study, prayers to Mork and random combination of ingredients to unlock the secrets of beer making. Once he had the secret, Shiznit built a fortified lair and laboratory, improving on the dwarven recipes with "eksperry-ments" of his own... the Black Orc Brewery was born!

WOT'S ALL THIS THEN!!!

A few words about the purpose of this list. It's not an attempt to re-write the entire Orcs & Goblins Army Book, though what Warhammer player hasn't thought to himself "If I could write this army book..."? No, this army list is about two things: 1) celebrating the spirit of the Alamo, and 2) having a little fun. The Alamo has been orky to the core from the beginning- our venue is orky, and our attitude is definitely orky.... and beer filled. Which leads us to the fun part.

The fun part is having a greenskin list that is a little less frustrating (in our humble opinion) than the normal greenskin army but still is nowhere near a "top tier" list, and which provides an opportunity for celebrating the AlamoGT spirit in minis. This is not a list meant to win Best General, but rather Best Army. In that regard, to run this list a couple of things are required:

1) All unit banners must fly the Black Orc Brewery flag (see download on the website)

2) You must have a Black Orc BoB the BSB conversion that also flies the Brewery flag. He doesn't have to be some Golden Daemon winning conversion, just a cool, hard looking black orc with a big flag. If you work in the beer theme, all the better.

3) You must convert Brew Carts if you're going to use them. I give an example of just such a conversion using a snotling pump wagon and some simple household items below.

Beyond that, have fun with it! This list is only meant for use at Alamo, we're not asking anyone to use it anywhere else, but if you want to give it to friends and use it for your own games or events, by all means, do so. The Black Orc Brewery Army uses all of the rules, magic items, spells and unit descriptions found in the Orcs & Goblins Army Book unless explicitly stated below.

THE ARMY LIST

The following are the army list choices from the 8th edition Orcs & Goblins Army Book and this list which you may choose for your army:

LORDS Black Orc Warboss
 Orc Great Shaman

HEROES Black Orc BoB the BSB (mandatory)
 Black Orc Big Boss
 Orc Big Boss
 Orc Shaman
 Goblin Shaman
 Night Goblin Shaman
 Goblin Big Boss
 Night Goblin Big Boss

CORE Orc Boyz
 Black Orcs (see special rules)
 Arrer Boyz
 Goblins
 Night Goblins
 Wolf Riders

CORE, con't Spider Riders
 Snotlings
 Brew Cart (1 per ranked unit of 10 or more models)

SPECIAL Black Orcs (see special rules)
 Orc Boar Chariot
 Orc Boar Boyz
 Goblin Rock Lobber
 Goblin Spear Chukka
 Goblin Wolf Chariot
 Night Goblin Squig Herd
 Night Goblin Squig Hoppers
 Trolls

RARE Giant
 Doom Diver
 Snotling Pumpwagon
 Mangler Squigs
 River Troll
 Stone Troll
 Araknarok

BLACK ORC BREWERY SPECIAL RULES

The following are special rules unique to the armies of the Black Orc Brewery. Unless otherwise stated, the greenskins of the Brewery follow all special rules from the 8th edition Orcs & Goblins Army Book.

ANIMOSITY

This special rule entirely replaces the Animosity rules from the Orcs & Goblins Army Book.

Starting on one side of the table and working through your army, roll a d6 for each unit that is subject to Animosity. If a unit rolls a 2-6, then da plan's a good un', and the unit acts as normal. If the result is a 1, the unit squabbles. When a unit squabbles, it is mindlessly fighting with itself and therefore is unaware of events around it. The squabbling unit may do nothing this turn (including casting spells). The unit is so distracted by its internal fighting that it is oblivious to the battle surrounding it, and is immune to psychology until its next animosity test, unless it becomes engaged in close combat.

The squabbling unit is in a chaos of seething anger and irritation, and if charged while squabbling Opponents cannot get a flank or rear bonus in the first round of combat. For orc units, fighting with other greenskins generates the same violent Orcish vibes that orc units in combat with the enemy generate. Accordingly, each unit of 20 or more orcs that is squabbling at the start of the orc player's magic phase generates one power die for the orc player's power pool.

QUELLING ANIMOSITY

If a unit squabbles, a model in the squabbling unit which has the Bully special rule may attempt to Quell Animosity if the unit is of the same or lower greenskin caste (see Bully), by bashin' some heads. The Bully makes a Leadership check. If the check is successful, the animosity is quelled and the unit may act as normal. If the check is failed, the unit squabbles. Whether successful or not, the Bully inflicts a single hit per rank at his unmodified base Strength, with normal saves allowed.

If a single unit has multiple models who are able to quell (such as a Bully and a character), the player must announce before rolling how many Bully/character models will attempt to quell, and must suffer hits for all models making attempts. As long as one of the rolls is successful, the animosity is quelled for that unit.

Example, a goblin unit that has both an Orc Bully and a Goblin Big Boss rolls a squabble. The greenskin player must announce whether both the Bully and the Big Boss are attempting to quell, or only one of them (or none). The player chooses both, and rolls two Ld rolls, and suffers hits from both the Bully and the Big Boss.

ERE WE GO!

This special rule entirely replaces the Waaagh! Special rule in the Orcs & Goblins Army Book.

When a Black Orc Brewery commander wants to whip his troops into a seething mass of destruction, he starts the EREWE GO! Chant, which spreads like wild fire until the entire greenskin mass surges

forward with murderous hate to destroy whatever may be unfortunate enough to lay in their path. Once per game, so long as an Orc or Black Orc character is still in play the greenskin player can start the EREWE GO chant at the beginning of his "start of turn phase" (BRB page 15), prior to animosity checks. On the turn that the EREWE GO! is declared, all Orc units are at a +2 to their Initiative, are immune to Panic and are subject to Hatred until the greenskin player's next "start of turn phase". No animosity checks for any greenskin unit are taken for that turn as the EREWE GO chant burns all petty squabbles from their minds.

Common Goblins are normally too weedy to chant properly, and need an Orc to show 'em the proper way to get all worked up and frothy. A Common Goblin unit that has a Bully or is joined by an Orc character is affected by the EREWE GO special rule. Night Goblins, however, are too weedy for any amount of encouragement or intimidation to get a decent EREWE GO! out of them.

BULLY

The visionary Shiznit the Brewmeister has identified the fundamental weakness in the organization of most waaghs- "not enough head bustin' ta keep da ladz movin' in da right direkshun!" To make sure that there was more killn' and less squabbling, Shiznit decided that he could not count on lesser greenskin types to keep their own in line and replaced many unit Bosses with Bullies.

Instead of ordering their lesser charges about, they would damn well crack heads until things got done! Although reluctant at first, those superior greenskins pressed into herding their lesser brothers soon came to enjoy the plentiful opportunities to push around and generally abuse their charges. The result is a greenskin fighting force that (relatively speaking) actually follows orders more often than not. Though not remotely approaching the discipline of Human or Dwarf units, this significant improvement in discipline is one of the keys to the military prowess that has kept the secret of Black Orc Bock safe from all who have attempted to wrest it from their Brewery stronghold or to assault their delivery caravans.

As detailed in the orders of battle for the Brewery Army, most greenskin units can add a Bully to improve discipline and enforce morale. For those unfamiliar with the loose caste system of greenskin society, it follows the following pattern:

Black Orcs
 Orcs / Savage Orcs
 Goblins
 Night Goblins
 Snotlings

A character will always have the ability to Bully units it joins that are of the same or lower caste. For example, a Black Orc character can Bully any unit it joins. An Orc character cannot Bully a Black Orc unit, nor can a Goblin character Bully an Orc unit.

The Bully has the following effects:

- Goblin and Night Goblin units with a Bully count as an Orc unit for the purposes of the Size Matters Chart
- Can Quell Animosity with successful Ld test (hit at base S/rank)
- Behaves like a Unit Champion including, Look Out, Sir!, Challenges, Allocated Attacks, and location in the unit
- The unit may use the Bully's Ld for all psychology and break tests (if a character is also in the unit the player may choose to use the character's Ld instead)

A unit may have a Champion or a Bully, but not both. Bullies are purchased as follows:

ORC BULLY (Goblins, Night Goblins)
 5 points

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Equipment: Light Armour, Choppa

May be given either a shield or extra choppa for +1 pt

ORC BIG BULLY

(Orc Units, Orc Boar Boyz)

15 points for Orcs, 37 points for Boar Boyz

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	4	1	2	2	7

Equipment:

Orc Big Bully- Light Armour, Choppa, may be given an extra choppa or shield for +1 pt

Boar Boyz Big Bully- Light Armour, Shield, Choppa, Spear, Boar

WE IZ DA 'ARDEST!

Black Orc units from the Brewery that number five or more models are Stubborn. A single Black Orc unit may always be taken as a Core selection. For each Black Orc character, an additional Black Orc unit may be taken as Core. Additional Black Orc units may always be taken as Special.

Black Orcs in a Black Orc Brewery Army cost 12 points.

DEY IS ACTIN' FUNNY! HAR!

The orcs of the Brewery sometimes find it amusing to feed rejected batches of Black Orc Bock and other brews to their pets. The chaotic nature of Squigs makes it difficult to notice any resulting difference from such a horrid diet, but changes have appeared in other creatures kept by the Brewery.

Trolls kept by the Black Orc Brewery Army are fed mostly mushroom-infused worts, which have the side effect of making their vomit Magical Attacks.

Wyverns allowed to drain vats of rejected experimental Black Orc Stout are larger than their kin, though a little more difficult to control. They gain a 3+ scaly skin save, +1 Attack, and the Killing Blow special rule, but adds +1 to any Monster Reaction tests it is required to take.

Manglers, Snotling Pump Wagons and Great Cave Squigs kept by the Black Orc Brewery Army are especially crazed. When rolling for extra movement due to the effects of any special rule, the player must roll an additional die and drop the lowest result. This is in addition to the pump wagon Pump Harder Ladz! special rule, but all dice rolled count for determining whether the pump wagon was Too Pumped Up. For Great Cave Squigs, the low die is dropped after any re-rolls for the Supreme Bounder special rule.

Giants who accompany the Black Orc Brewery Army are T6 and gain the “Oi! Ooo Cut One?!?” special rule.

“Oi! Ooo’ Cut One?!?” - Giants tend to consume even more quantities of Black Orc brew than Wyverns, in addition to cramming their giant gobs full of anything else that doesn’t run fast enough. The resulting gastronomic disaster produces a pall of flatulence that follows them wherever they may go. All models in base contact with a Brewery Giant, friend or foe, are at -1 to all to hit rolls in close combat.

“Everyfing is Spinnin’..” As a result of the rather prodigious amounts of Brew consumed by a Brewery Giant, they are more prone to falls. A Brewery Giant fails a fall over test on a 1-2, rather than a 1.

BLACK ORC BREWERY MAGIC ITEMS

The following magic item is unique to Brewery armies:

THE SQUIGFIRE BLADE

25 points

Magic Weapon

Quenched in the blood of the rare Fire-Breathing Squigs of Blackfire Pass and laden with spells known only to the shamans of the Brewery, this orcish blade glows from green flickering flames which dance long its length.

The sword gives the bearer +2 Strength and Flaming attacks.

BLACK ORC BREWERY NEW UNITS

The following units and characters are unique to the Black orc Brewery:

BREW CART

Points/model: 55

Unit Type: Unique (moves as a monster, can march, no swiftstride, no thunderstomp)

M	WS	BS	S	T	W	I	A	Ld
6	2	0	2	4	4	3	2d6	4

ARMOUR SAVE: 4+

WARGEAR: The snotling crew has sticks, rusty knives and rocks (hand weapon)

SPECIAL RULES: Immune to Psychology; Stubborn; Miasma of Squigy Vigor (Bound Spell: Bash Em Ladz (power level 3)); Speshul Brews

Bound Spell:

BASH 'EM LADZ!! This spell may be cast on any friendly unit within 12" of the caster. When successfully cast, the target unit may re-roll any unsuccessful to-hit rolls in close combat until the player's next magic phase.

OPTIONS:

- +25 pts, Speshul Brew: Magic Mushroom Gas: the Brewery Cart generates an extra power and dispel die for the player's pool (this effect DOES stack with multiple Carts), or;
- +25 pts, Speshul Brew: Shiznit's Squigila Madness- greenskin units (not including mounts) within 6" gain +1 Attack so long as the Brew Cart remains within 6" of the unit. This effect does NOT stack with multiple Carts

BLACK ORC BOB THE BSB

245 points

BoB is the scarred and continually inebriated Battle Standard Bearer of the Black Orc Brewery Army. Above the din of even the most desperate battle, his warbling cries of "ALL TO ALL, BY ME MUSTARD!" can clearly be heard whenever the Brewery standard flies. Such ravings are unintelligible even to other greenskins, but nevertheless are a source of tremendous inspiration to the hardy ladz of the Brewery.

Black Orc BoB, the BSB is a mandatory Hero choice in all Brewery lists. The model used must have the Black Orc Brewery logo on his banner.

M	WS	BS	S	T	W	I	A	Ld
4	5	3	5	5	2	3	3	9

Equipment: Armed to Da Teef, Drog's Dead Ard Armour, and Shiny Bitz of Protectyness

DROG'S DEAD 'ARD ARMOUR-

Recent generations of greenskin tribes had thought this legendary suit of armour to be lost for all time. Nope. BoB had it.

Drog's Dead 'Ard Armour gives BoB a 1+ armour save which cannot be improved.

SHINY BITZ OF PROTECTYNESS

This motley collection of random shiny things which BoB has snatched from the bodies of his foes and fashioned into a necklace is mostly useless trash, but by total accident happens to contain the remnants of an actual magic amulet of protection.

The Shiny Bitz of Protectyness give BoB a 4+ ward save.

THE BREWERY BATTLE STANDARD

The original flag first flown over the ramshackle walls of the Black Orc Brewery has a special significance to the ladz of the Brewery, who never lose sight of it. It acts as a normal Battle Standard, but with a range of 18".

OI! STEADY ON!

BoB brooks no weakness, and no pansy runnin' away. BoB and any unit he joins are Stubborn and Immune to Fear, Terror and Panic.

I HATES WEEDY GITZ!

BoB will never join any Goblin or Night Goblin unit