

Gorfang Rotgut

Gorfang Rotgut is the warboss of the Orcs of Black Crag, the ancient Dwarf hold taken over by the Orcs many years ago. Over the centuries, many tribes have fought over and occupied Black Crag, and the most powerful tribe has always taken the crag as its homeland. Gorfang's tribe, the Red Fangs, is currently the most powerful Orc tribe in the whole of the area around the western end of Death Pass. Gorfang has subjugated most of the local Orc tribes but his neighbors are the Night Goblins of Karak Eight Peaks whose leader is the old and infamously cunning Skarsnik. The two leaders enjoy an uneasy alliance, with Skarsnik controlling the mountains around Karak Eight Peaks and the eastern end of Death Pass, while Gorfang controls the western end of Death Pass and the adjoining area.

Gorfang is an immensely strong Orc. He lost an eye at the Battle of the Jaws and wears an iron patch to cover the wound. Many of his battles have been fought against Dwarfs, including the siege of Barak Varr and the attack on Karak Azul. As a result of his long struggles Gorfang has acquired an unreasoning hatred of the Dwarf race.

When Gorfang attacked Karak Azul he broke into Lord Kazador's throne room and captured many of the Dwarf Lord's kinfolk. Some were taken back to the dungeons of Black Crag where they remain to this day, to the anger of Kazador. The Dwarf King's son, Kazrik, was not taken captive but shaved and his head tattooed with a crude Orc glyph representing Gorfang. Then he was firmly nailed to Kazador's throne. Although Kazrik survived, the experience has unhinged him. Lord Kazador has sworn vengeance and awaits the day when he can crush the Orc warboss.

Gorfang can be taken has a Hero choice in an Orc & Goblin army, but will use an additional Hero choice as well. Taking Gorfang counts as taking two Heroes. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gorfang	4	5	3	5	5	3	3	3	8

Points: 195

Equipment: The Red Fang & Evil Sun Armor.

The Red Fang

Some say this was name for his tribe and others that the tribe was named after it. Either way, it is the right of the warboss of the tribe to carry The Red Fang and it is taken from a defeated warboss only by a successor challenger. It gives the wielder +1 Attack. In addition, the bearer gains +1 to hit for all his attacks.

Evil Sun Armor

This armor includes a shield and is bedecked with grimacing faces. It counts as heavy armor and shield for a total armor save of 4+ and it gives Gorfang magic resistance (2).

Special Rules

Hate Dwarfs

