

# Morglum Necksnapper

Black Orcs come from the Dark Lands and the Mountains of Mourn in the East where the land lies under a cloud of black volcanic dust. Some Black Orc tribes have undertaken the arduous journey west, across the Dark Lands, where they have conquered Orc and Goblin tribes. The most feared of these tribes is the Necksnappers under their ambitious warboss Morglum.

Most Orcs are loud and quarrelsome, but Black Orcs are quiet and stern, strong and silent. This is especially true of Morglum who appears to be fearless. Morglum is renowned for his short, to the point battle cries and terse tactical observations. At the Battle of Death Pass he led his Black Orcs, Orcs and Goblins to a convincing victory against a Bretonnian Errant Army. As the Bretonnian Duke and his knights galloped frantically out of Death Pass towards the setting sun pursued by hordes of Goblins, Morglum made his famous pronouncement "Let 'em tell da King. Da East belongs to da Orcs. Da East belongs to Morglum. Da East is green."

*Morglum can be taken has a Lord choice in an Orc & Goblin army, but will use an additional Hero choice as well. Taking Morglum counts as taking a Lord and a Hero. 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. Morglum must be the Warlord of the army and replaces the General described in the main army list. Your army must include at least one unit of Black Orcs if it is led by Morglum Necksnapper.*

Profile	M	WS	BS	S	T	W	I	A	Ld
Morglum	4	7	3	5	5	3	4	4	9
Boar	7	3	0	3	4	1	3	1	3

**Points:** 210

**Equipment:** Bulak's Bloody Armor and two hand axes (additional hand weapon). He rides a War Boar.

## Bulak's Bloody Armor

This old and well-worn suit of armor is encrusted with blood that will never wash off. Most of the blood seems to actually be Bulak's rather than that of his enemies, which is why Morglum is now the one wearing it. Still, rumor has it that Bulak's final fight wasn't at all fair and somehow the spirit of the long-dead Orc is trapped inside, eager for revenge.

Bulak's Bloody Armor counts as heavy armor. Combined with the bonus for riding a boar, this gives Morglum a normal armor save of 3+. In addition, the armor gives Morglum a 4+ Ward Save. However, if he rolls a 1 when rolling his ward save he suffers 2 wounds instead of 1 as the bitter spirit of Bulak takes his revenge!

## Special Rules

Immune to Psychology, Cause Fear, Quell Animosity.

## Natural Leader

Morglum is in charge or there will be trouble. He doesn't take kindly to anyone trying to occupy his natural position as general, so any other character in the army with the same or higher Leadership will be counted as having Leadership 8 for the battle instead.

## War Boar

After beating his boar in a head-butting contest, Morglum gained its respect so that it now behaves itself in combat. Because of this he can use an axe in each hand to gain +1 Attack even though mounted models would not normally be able to do so.

