

# Rogue Idol of Gork (or possibly Mork)

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Rogue Idol	7	4	0	8	7	8	2	4	10	Monster	1	400

## SPECIAL RULES

**Large Target, Stubborn, Terror, Killing Blow, Scaly Skin (2+), Impact Hits (D6+3), & Da Big Un.**

**Da Big Un:** A Rogue Idol of Gork (or possibly Mork!) is the personification of the spirit of the Waaagh! Imbued with so much potent Orcish power, the rocks and stone, detritus and old scrap that makes up a Rogue Idol's body is animated into a bestial likeness of a mighty Orc warrior, both in behaviour and savagery.

If it is possible for a Rogue Idol to charge an enemy it must do so (however if multiple targets are within charge range, its player may pick which to attack).

At the start of any turn that a Rogue Idol is not able to charge or is not already in combat, its player must roll a D6. On a roll of a '1' it must charge a friendly unit if one is available to charge (and a single round of combat is fought as normal) or if no friendly units are available the Rogue Idol bellows and stomps, but otherwise may do nothing this turn.

*"By order of Theodemar Vutrich, General of the armies of Wissenland,*

*All Imperial soldiers are to consider it their solemn duty not only to slaughter the Orc when encountered, but also to topple all Orcish statuary, lest we leave a worse threat behind us.*

*Any soldiers found in violation of this order will be executed."*

*Standing order of the Army of Wissenland  
whilst campaigning in Black Fire Pass*