

# Rogue Idol of Gork (or possibly Mork)

*Crushing armoured knights, city walls and just about anything else that gets in their way with their brutal fists, Rogue Idols of Gork are the living embodiment of the spirit of the Waaagh!, gigantic stone and scrap effigies built in the shape of the greenskin gods and animated with their arcane power. Arrows and broadswords break and shatter on their rock bodies as they smash a brutal path of destruction through an army, near impervious to the blows being rained upon them, lacking muscle and sinew to damage or blood to spill.*

*Crudely fashioned from heaped stones and battlefield debris, they are unmentionably fetid and daubed with obscene glyphs and slogans. Some are no taller than a chapel door, the Orcs being too eager to fight to devote much time to building them, but when enough greenskin tribes gather to create a Waaagh!, as the mightiest of Orc armies are known, the idols can grow to immense proportions as if one of the greenskin gods themselves has come to watch the carnage their boyz are about to unleash. In war Rogue Idols of Gork loom over almost everything, striding implacably forwards with limbs the size of tree trunks and a malevolent grin on their leering faces. Needing neither food nor rest they do not tire but just carry on, butchering first one unit and then stomping off to smash apart the next one, and then the next one and so on until the army is either utterly destroyed or its warriors have fled.*

*Such is the erratic nature of these monsters and the fickle power that animates them, that although created by the power of Orc Shamans their control over them is tenuous at best, and they often rampage where they will, collapsing when the magic that animates them wanes, only to reassemble themselves again as the winds of magic gather once more to storm force, sometimes years or even centuries later. At such times often the only way for a marauding Rogue Idol to be stopped is for a powerful wizard to bind the creature, but without a battle to unleash its fury upon, his hold upon it is a treacherous one at best.*

|            | M | WS | BS | S | T | W  | I | A | Ld | Troop Type | Unit Size | Points |
|------------|---|----|----|---|---|----|---|---|----|------------|-----------|--------|
| Rock Pile  | 6 | 3  | 0  | 7 | 6 | 6  | 2 | 3 | 8  | Monster    | 1         | 200    |
| Rogue Idol | 7 | 4  | 0  | 8 | 7 | 8  | 2 | 4 | 10 | Monster    | 1         | 400    |
| Great Idol | 8 | 4  | 0  | 9 | 8 | 10 | 1 | 6 | 10 | Monster    | 1         | 600    |

## SPECIAL RULES

**Large Target, Stubborn, Terror, Killing Blow, Scaly Skin (2+), Impact Hits (D6 – Rock Pile; D6+3 – Rogue Idol; 2D6 – Great Idol), Largest of Monsters (Great Idol only), Colossal Beast (Great Idol only) & 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 Untrich, 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*