

Combat Sheet 1

11 Orc Drudges [Level 4 Minion]

Medium natural humanoid [XP 44]

Initiative +0; **Senses** Perception +0; low-light vision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 15, **Reflex** 12, **Will** 12

Speed 6 (8 while charging)

- **Club** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 5 damage.

2 Orc Greatweapon Fighters [Level 4 Soldier]

Medium natural humanoid [XP 233]

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

Initiative +3; **Senses** Perception +3; low-light vision

HP 57; **Bloodied** 28

Healing Surges (+14 hp) ○

AC 20; **Fortitude** 19, **Reflex** 14, **Will** 14

Speed 6 (8 while charging)

- **Greataxe** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 1d12 + 5 damage (crit 17 + 1d12).
- **Handaxe** (standard) ♦ **Basic Attack, Weapon**
Ranged 5/10; +9 vs. AC; 1d6 + 5 damage.
- **Reaping Strike** (standard) ♦ **Weapon**
+9 vs. AC; 1d12 + 5 damage (crit 17 + 1d12). *Miss*: 4 damage.
- **Crushing Blow** (standard) ♦ **Weapon**
+9 vs. AC; 2d12 + 8 damage (crit 32 + 1d12).
- **Brute Strike** (standard) ♦ **Reliable, Weapon**
+9 vs. AC; 3d12 + 5 damage (crit 41 + 1d12). *Miss*: The power is not expended.
- **Warrior's Surge** (standard) ♦ **Healing, Weapon**
Usable only while bloodied.
Make a basic melee attack and spend a healing surge.
- **Unstoppable** (minor) ♦ **Healing**
The orc fighter gains 2d6 + 3 temporary hit points.

Combat Challenge

Every time the orc fighter attacks an enemy, whether that attack hits or misses, the orc fighter can mark that target. The mark lasts until the end of the orc fighter's next turn. Whenever an adjacent enemy marked by the orc fighter shifts or makes an attack that does not include the orc fighter, the orc fighter can make a melee basic attack against that enemy (as an immediate interrupt).

Skills Athletics +11, Intimidate +7

Str 19 (+6); **Dex** 13 (+3); **Wis** 12 (+3)

Con 17 (+5); **Int** 10 (+2); **Cha** 11 (+2)

Equipment scale armor, greataxe, handaxe

2 Orc Brawny Rogues [Level 4 Skirmisher]

Medium natural humanoid [XP 233]

HP 54:

- Healing Surge; ○ Setup Strike; □ Easy Target;
- Warrior's Surge; ○ Tumble

HP 54:

- Healing Surge; ○ Setup Strike; □ Easy Target;
- Warrior's Surge; ○ Tumble

Initiative +5; **Senses** Perception +2; low-light vision

HP 54; **Bloodied** 27

Healing Surges (+13 hp) ○

AC 18; **Fortitude** 16, **Reflex** 18, **Will** 14

Speed 6 (8 while charging)

- **Short Sword** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 1d6 + 4 damage.
- **Handaxe** (standard) ♦ **Basic Attack, Weapon**
Ranged 5/10; +9 vs. AC; 1d6 + 4 damage.
- **Piercing Strike** (standard) ♦ **Weapon**
+9 vs. Reflex; 1d6 + 4 damage.
- **Setup Strike** (standard) ♦ **Weapon**
+9 vs. AC; 2d6 + 4 damage, and the target grants combat advantage to the rogue until the end of the rogue's next turn.
- **Easy Target** (standard) ♦ **Weapon**
+9 vs. AC; 2d6 + 4 damage. The target is slowed and grants combat advantage to the orc rogue (save ends both). *Miss*: Half damage, and the target grants combat advantage to the orc rogue until the end of the orc rogue's next turn.
- **Warrior's Surge** (standard) ♦ **Healing, Weapon**
Usable only while bloodied.
Make a basic melee attack and spend a healing surge.
- **Tumble** (move)
The orc rogue can shift 3 squares.

First Strike

At the start of an encounter, the orc rogue has combat advantage against any creatures that have not yet acted in that encounter.

Sneak Attack

Once per round, when the orc rogue has combat advantage against an enemy and hits that enemy with an attack using a rogue weapon, the orc rogue deals an extra 2d6 damage.

Skills Acrobatics +10, Thievery +10

Str 17 (+5); **Dex** 17 (+5); **Wis** 11 (+2)

Con 14 (+4); **Int** 10 (+2); **Cha** 13 (+3)

Equipment leather armor, short sword, shuriken

Encounter Scaling:

7 Players: 11 Orc Drudges, 2 Fighters, 2 Rogues

6 Players: 11 Orc Drudges, 2 Fighters, 1 Rogue

5 Players: 7 Orc Drudges, 2 Fighters, 1 Rogue

4 Players: 8 Orc Drudges, 1 Fighter, 1 Rogue

Combat Sheet 2 Level 6 [1750 XP]

6 Orc Drudges [Level 4 Minion]

Medium natural humanoid [XP 44]

Initiative +0; **Senses** Perception +0; low-light vision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 15, **Reflex** 12, **Will** 12

Speed 6 (8 while charging)

- **Club** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 5 damage.

2 Orc Greatweapon Fighters [Level 4 Soldier]

Medium natural humanoid [XP 233]

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

Initiative +3; **Senses** Perception +3; low-light vision

HP 57; **Bloodied** 28

Healing Surges (+13 hp) ○

AC 20; **Fortitude** 19, **Reflex** 14, **Will** 14

Speed 6 (8 while charging)

- **Greataxe** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 1d12 + 5 damage (crit 17 + 1d12).
- **Handaxe** (standard) ♦ **Basic Attack, Weapon**
Ranged 5/10; +9 vs. AC; 1d6 + 5 damage.
- **Reaping Strike** (standard) ♦ **Weapon**
+9 vs. AC; 1d12 + 5 damage (crit 17 + 1d12). *Miss*: 4 damage.
- **Crushing Blow** (standard) ♦ **Weapon**
+9 vs. AC; 2d12 + 8 damage (crit 32 + 1d12).
- **Brute Strike** (standard) ♦ **Reliable, Weapon**
+9 vs. AC; 3d12 + 5 damage (crit 41 + 1d12). *Miss*: The power is not expended.
- **Warrior's Surge** (standard) ♦ **Healing, Weapon**
Make a basic melee attack and spend a healing surge.
- **Unstoppable** (minor) ♦ **Healing**
Usable only while bloodied.
The orc fighter gains 2d6 + 3 temporary hit points.

Combat Challenge

Every time the orc fighter attacks an enemy, whether that attack hits or misses, the orc fighter can mark that target. The mark lasts until the end of the orc fighter's next turn. Whenever an adjacent enemy marked by the orc fighter shifts or makes an attack that does not include the orc fighter, the orc fighter can make a melee basic attack against that enemy (as an immediate interrupt).

Skills Athletics +11, Intimidate +7

Str 19 (+6); **Dex** 13 (+3); **Wis** 12 (+3)

Con 17 (+5); **Int** 10 (+2); **Cha** 11 (+2)

Equipment scale armor, greataxe, handaxe

Orc Archer Ranger [Level 4 Skirmisher]

Medium natural humanoid [XP 233]

HP 54:

- Healing Surge; ○ Disruptive Strike; □ Split the Tree;
- Warrior's Surge; ○ Yield Ground

HP 54:

- Healing Surge; ○ Disruptive Strike; □ Split the Tree;
- Warrior's Surge; ○ Yield Ground

Initiative +5; **Senses** Perception +8; low-light vision

HP 54; **Bloodied** 27

Healing Surges (+13 hp) 1

AC 19; **Fortitude** 17, **Reflex** 17, **Will** 14

Speed 6

- [m] **Longsword** (standard) ♦ **Weapon**
+9 vs. AC; 1d8 + 4 damage.
- [m] **Off-hand Short Sword** (standard) ♦ **Weapon**
+9 vs. AC; 1d6 + 4 damage.
- [r] **Longbow** (standard) ♦ **Weapon**
Ranged 20/40; +8 vs. AC; 1d10 + 4 damage.
- [M/R] **Twin Strike** (standard) ♦ **Weapon**
Two attacks on one or two creatures.
Longsword/Short Sword: +9/+9 vs. AC; 1d8 + 1 damage (main)/1d6 + 1 damage (off-hand).
Longbow: Ranged 20/40; +8 vs. AC (twice); 1d10 + 1 damage.
- [R] **Split the Tree** (standard) ♦ **Weapon**
Ranged 20/40; targets two creatures within 3 squares of each other; +8 vs. AC; 2d10 + 4 damage. Make two attack rolls, take the higher result, and apply it to both targets.
- [M] **Warrior's Surge** (standard) ♦ **Healing, Weapon**
The orc ranger makes a basic melee attack and spends a healing surge.
- **Hunter's Quarry** (minor)
The orc ranger can designate the nearest visible enemy as the orc ranger's quarry. Once per round when hitting this quarry, the orc ranger can deal an extra 1d6 damage. This effect remains active until the end of the encounter or until the orc ranger designates a different target as the quarry. The orc ranger can only designate one enemy as quarry at a time.
- [M/R] **Disruptive Strike** (immediate interrupt) ♦ **Weapon**
When the orc ranger or an ally is attacked by a creature.
Targets the attacking creature.
Longsword: +9 vs. AC; 1d8 + 4 damage.
Longbow: Ranged 20/40; +8 vs. AC; 1d10 + 4 damage.
Hit: The target takes a -4 penalty to its attack roll for the triggering attack.
- **Yield Ground** (immediate reaction)
When an enemy damages the orc ranger with a melee attack.
The orc ranger can shift 1 square. The orc ranger gains a +2 power bonus to all defenses until the end of the orc ranger's next turn.

Skills Nature +8, Stealth +9

Str 17 (+5); **Dex** 17 (+5); **Wis** 13 (+3);

Con 14 (+4); **Int** 10 (+2); **Cha** 11 (+2)

Equipment hide armor, longsword, short sword, longbow

Combat Sheet 2 (continued)

Brega, Orc Warlord [Level 5 Soldier (Leader)]

Medium natural humanoid [XP 266]

HP 62:

Initiative +4; **Senses** Perception +2; low-light vision

HP 62; **Bloodied** 31

Healing Surges (+15 hp) ○

AC 20; **Fortitude** 18, **Reflex** 16, **Will** 15

Speed 5 (7 while charging)

- **Longsword** (standard) ◆ **Basic Attack, Weapon**
+10 vs. AC; 1d8 + 5 damage.
- **Javelin** (standard) ◆ **Basic Attack, Weapon**
Ranged 10/20; +9 vs. AC; 1d6 + 5 damage.
- **Wolf Pack Tactics** (standard) ◆ **Weapon**
+10 vs. AC; 1d8 + 5 damage. Before the orc warlord attacks, one ally adjacent to either the orc warlord or the target may shift 1 square as a free action.
- **Steel Monsoon** (standard) ◆ **Weapon**
+10 vs. AC; 2d8 + 5 damage, and 2 allies within 5 squares of the orc warlord can shift 1 square.
- **Villain's Nightmare** (standard) ◆ **Weapon**
+10 vs. Reflex; 3d8 + 5 damage. *Hit or Miss*: Until the end of the encounter, when the orc warlord is adjacent to the target and it walks or runs, the orc warlord can cancel that movement as an immediate interrupt.
- **Warrior's Surge** (standard) ◆ **Healing, Weapon**
Usable only while bloodied.
The orc warlord makes a basic melee attack and spends a healing surge.
- **Knight's Move** (move)
One ally within 10 squares takes a move action as a free action.
- **Inspiring Word** (minor) ◆ **Healing**
The orc warlord or one ally within 5 squares can spend a healing surge and regain an additional 1d6 hit points. This power can only be used once per turn.

Tactical Presence

When an ally the orc warlord can see spends an action point to make an extra attack, the ally gains a +2 bonus to the attack roll.

Skills Heal +7, History +9

Str 19 (+6); **Dex** 11 (+2); **Wis** 10 (+2)

Con 14 (+4); **Int** 15 (+4); **Cha** 13 (+3)

Equipment chainmail, light shield, longsword, javelin

Wala, Orc Warlock [Level 5 Skirmisher]

Medium natural humanoid [XP 266]

HP 67:

Initiative +3; **Senses** Perception +2; low-light vision

HP 67; **Bloodied** 33

Healing Surges (+16 hp) ○

AC 17; **Fortitude** 17, **Reflex** 16, **Will** 15

Speed 6 (8 while charging)

- **Mace** (standard) ◆ **Basic Attack, Weapon**
+6 vs. AC; 1d8 + 2 damage.
- **Eldritch Blast** (standard) ◆ **Basic Attack**
Ranged 10; +7 vs. Reflex; 1d10 + 5 damage.
- **Hellish Rebuke** (standard) ◆ **Fire**
Ranged 10; +7 vs. Reflex; 1d6 + 5 fire damage. If the orc warlock takes damage before the end of the orc warlock's next turn, the target takes an extra 1d6 + 5 fire damage.
- **Fiery Bolt** (standard) ◆ **Fire**
Ranged 10; +7 vs. Reflex; 3d6 + 5 fire damage, and creatures adjacent to the target take 1d6 + 7 fire damage.
- **Avernian Eruption** (standard) ◆ **Fire**
Area burst 1 within 10; +7 vs. Reflex; 2d10 + 5 fire damage.
Hit or Miss: The targets take ongoing 5 fire damage (save ends).
- **Warrior's Surge** (standard) ◆ **Healing, Weapon**
Usable only while bloodied.
The orc warlock makes a basic melee attack and spends a healing surge.
- **Fiendish Resilience** (minor)
The orc warlock gains 6 temporary hit points.
- **Warlock's Curse** (minor)
The orc warlock places a Warlock's Curse on the nearest visible enemy. One per round when hitting a cursed enemy, the orc warlock can deal an extra 1d6 damage. The Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer. The orc warlock can only curse one target per turn.
- **Dark One's Blessing** (free)
When a cursed enemy is reduced to 0 hit points or less.
The orc warlock gains 5 temporary hit points.

Skills Arcana +9, Intimidate +8

Str 12 (+3); **Dex** 12 (+3); **Wis** 11 (+2)

Con 19 (+6); **Int** 15 (+4); **Cha** 13 (+3)

Equipment leather armor, mace

Encounter Scaling:

Always: Brega and Wala

7 Players: 6 Orc Drudges, 2 Fighters, 2 Rangers

6 Players: 6 Orc Drudges, 2 Fighters, 1 Ranger

5 Players: 6 Orc Drudges, 1 Fighter, 1 Ranger

4 Players: 5 Orc Drudges, 1 Fighter

Combat Sheet 3 Level 8 [2450 XP]

12 Orc Drudges [Level 4 Minion]

Medium natural humanoid [XP 44]

Initiative +0; **Senses** Perception +0; low-light vision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 15, **Reflex** 12, **Will** 12

Speed 6 (8 while charging)

- **Club** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 5 damage.

Wala, Orc Warlock [Level 5 Skirmisher]

Medium natural humanoid [XP 266]

HP 67:

Initiative +3; **Senses** Perception +2; low-light vision

HP 67; **Bloodied** 33

Healing Surges (+16 hp) ○

AC 17; **Fortitude** 17, **Reflex** 16, **Will** 15

Speed 6 (8 while charging)

- **Mace** (standard) ♦ **Basic Attack, Weapon**
+6 vs. AC; 1d8 + 2 damage.
- **Eldritch Blast** (standard) ♦ **Basic Attack**
Ranged 10; +7 vs. Reflex; 1d10 + 5 damage.
- **Hellish Rebuke** (standard) ♦ **Fire**
Ranged 10; +7 vs. Reflex; 1d6 + 5 fire damage. If the orc warlock takes damage before the end of the orc warlock's next turn, the target takes an extra 1d6 + 5 fire damage.
- **Fiery Bolt** (standard) ♦ **Fire**
Ranged 10; +7 vs. Reflex; 3d6 + 5 fire damage, and creatures adjacent to the target take 1d6 + 7 fire damage.
- **Avernian Eruption** (standard) ♦ **Fire**
Area burst 1 within 10; +7 vs. Reflex; 2d10 + 5 fire damage.
Hit or Miss: The targets take ongoing 5 fire damage (save ends).
- **Warrior's Surge** (standard) ♦ **Healing, Weapon**
The orc warlock makes a basic melee attack and spends a healing surge.
- **Fiendish Resilience** (minor)
The orc warlock gains 6 temporary hit points.
- **Warlock's Curse** (minor)
The orc warlock places a Warlock's Curse on the nearest visible enemy. One per round when hitting a cursed enemy, the orc warlock can deal an extra 1d6 damage. The Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer. The orc warlock can only curse one target per turn.
- **Dark One's Blessing** (free)
When a cursed enemy is reduced to 0 hit points or less.
The orc warlock gains 5 temporary hit points.

Skills Arcana +9, Intimidate +8

Str 12 (+3); **Dex** 12 (+3); **Wis** 11 (+2)

Con 19 (+6); **Int** 15 (+4); **Cha** 13 (+3)

Equipment leather armor, mace

3 Orc Greatweapon Fighters [Level 4 Soldier]

Medium natural humanoid [XP 233]

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

HP 54:

- Healing Surge; ○ Crushing Blow; □ Brute Strike;
- Warrior's Surge; □ Unstoppable

Initiative +3; **Senses** Perception +3; low-light vision

HP 57; **Bloodied** 28

Healing Surges (+13 hp) ○

AC 20; **Fortitude** 19, **Reflex** 14, **Will** 14

Speed 6 (8 while charging)

- **Greataxe** (standard) ♦ **Basic Attack, Weapon**
+9 vs. AC; 1d12 + 5 damage (crit 17 + 1d12).
- **Handaxe** (standard) ♦ **Basic Attack, Weapon**
Ranged 5/10; +9 vs. AC; 1d6 + 5 damage.
- **Reaping Strike** (standard) ♦ **Weapon**
+9 vs. AC; 1d12 + 5 damage (crit 17 + 1d12). *Miss:* 4 damage.
- **Crushing Blow** (standard) ♦ **Weapon**
+9 vs. AC; 2d12 + 8 damage (crit 32 + 1d12).
- **Brute Strike** (standard) ♦ **Reliable, Weapon**
+9 vs. AC; 3d12 + 5 damage (crit 41 + 1d12). *Miss:* The power is not expended.
- **Warrior's Surge** (standard) ♦ **Healing, Weapon**
Usable only while bloodied.
Make a basic melee attack and spend a healing surge.
- **Unstoppable** (minor) ♦ **Healing**
The orc fighter gains 2d6 + 3 temporary hit points.

Combat Challenge

Every time the orc fighter attacks an enemy, whether that attack hits or misses, the orc fighter can mark that target. The mark lasts until the end of the orc fighter's next turn. Whenever an adjacent enemy marked by the orc fighter shifts or makes an attack that does not include the orc fighter, the orc fighter can make a melee basic attack against that enemy (as an immediate interrupt).

Skills Athletics +11, Intimidate +7

Str 19 (+6); **Dex** 13 (+3); **Wis** 12 (+3)

Con 17 (+5); **Int** 10 (+2); **Cha** 11 (+2)

Equipment scale armor, greataxe, handaxe

Combat Sheet 3 (*continued*)

Odulf, Orc Chief [Level 7 Elite Brute (Leader)]

Medium natural humanoid [XP 600]

HP 196:

Initiative +5; **Senses** Perception +3; low-light vision

Blood of the Enemy aura 5; bloodied allies in the aura deal an extra 2 damage with melee attacks.

HP 196; **Bloodied** 98

Healing Surges (+49 hp) ○

AC 22; **Fortitude** 22, **Reflex** 19, **Will** 21

Saving Throws +2

Speed 5 (7 while charging)

Action Points ○

- **Greataxe** (standard) ◆ **Basic Attack, Weapon**
+10 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).
- **Crushing Blow** (standard) ◆ **Weapon**
+10 vs. AC; 2d12 + 8 damage (crit 32 + 1d12).
- **Brute Strike** (standard) ◆ **Reliable, Weapon**
+10 vs. AC; 3d12 + 5 damage (crit 41 + 1d12). *Miss*: The power is not expended.
- * **Inspire Ferocity** (immediate reaction; recharge 5+)
When an ally within range drops to 0 hit points.
Ranged 10; the ally makes a melee basic attack.
- **Warrior's Surge** (standard) ◆ **Healing, Weapon**
Usable only while bloodied.
Make a basic melee attack and spend a healing surge.

Combat Challenge

Every time the orc fighter attacks an enemy, whether that attack hits or misses, the orc fighter can mark that target. The mark lasts until the end of the orc fighter's next turn. Whenever an adjacent enemy marked by the orc fighter shifts or makes an attack that does not include the orc fighter, the orc fighter can make a melee basic attack against that enemy (as an immediate interrupt).

Skills Endurance +12, Intimidate +13

Str 20 (+9); **Con** 18 (+8); **Wis** 12 (+5);

Dex 14 (+6); **Int** 10 (+4); **Cha** 19 (+8)

Equipment chainmail, greataxe

Encounter Scaling:

Always: Wala and Odulf

7 Players: 12 Orc Drudges, 3 Orc Fighters

6 Players: 10 Orc Drudges, 2 Orc Fighters

5 Players: 9 Orc Drudges, 1 Orc Fighter

4 Players: 8 Orc Drudges