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[http://web.archive.org/web/20050126023153/http://www.strike-to-stun.com/Mordheim/Karak\\_Azgal/KARAK\\_AZGAL\\_files/Eeza\\_Ugezod.htm](http://web.archive.org/web/20050126023153/http://www.strike-to-stun.com/Mordheim/Karak_Azgal/KARAK_AZGAL_files/Eeza_Ugezod.htm)

## Eeza Ugezod - Orc Warlord - Dramatis Personae

Eeza Ugezod is an Orc Warlord, maintaining his leadership by both strength of arms and his fearsome reputation. He rules over an area of Karak Azgal including one of the smaller entrances into the stronghold. Any Orc or Goblin warband that wishes to roam the depths of Karak Azgal must come before Eeza Ugezod and pay a tribute to him and his tribe. If Eeza Ugezod thinks that the warband is worthy, and their exploration could be profitable, he will offer his services.

**Hire fee:** None. Eeza Ugezod will come to the aid of any Greenskin warband if they send one or more of their heroes to look for him in the normal manner, rolling under or equal their initiative. If they manage to find him then he might decide to help the warband in the forthcoming battle. He will only spare time if he is going to face worthy opponents and the enemy has a higher rating than the warband.

Roll a D6 and consult the table below to see if he will come to the warband's aid. If the warband faces Dwarfs or Strigoi add +1 modifier to the D6.

Difference in Warband Rating	D6
0-49	No chance
50-99	6+
100-149	5+
150-199	4+
200+	3+

**May be Hired:** Any Orc or Goblin warband may hire Eeza Ugezod.

**Rating:** Eeza Ugezod increases a warband's rating by +60 points.

Profile	M	WS	BS	S	T	W	I	A	LD
Eeza Ugezod	4	6	3	5	4	2	4	3(4)	9

**Weapons/Armour:** Eeza Ugezod wields Kutta and Smasha, an axe and a choppa - the extra attack for an additional hand weapon is included in his profile. He also wears heavy armour and a helmet

**Skills:** Combat Master, Fearsome, Jump Up.

### SPECIAL RULES

**Smasha:** Smasha is an Orc choppa - a huge cleaver-type weapon that gives Eeza Ugezoda +1 bonus to strength when he charges. Note as Eeza Ugezod has two hand weapons he must choose which weapon he is attacking with normally and which weapon is being used for the additional attack.

**Raging Fury:** As he charges, Eeza Ugezod attacks any enemy he can see. He charges and attacks as normal, but once an enemy warrior suffers an injury, Eeza Ugezod moves on to another opponent. If he injures an enemy warrior, Eeza Ugezod must move up to 2" to engage another enemy. Thus he may attack several enemy warriors when he charges. If there are no enemy models within 2", Eeza Ugezod moves 2" towards the closest enemy model; any remaining attacks are wasted.

This rule only applies when Eeza Ugezod charges. It does not apply in subsequent rounds of combat or if Eeza Ugezod is charged.

**Biggust:** Eeza Ugezod is one of "da biggust an' meanest" Orcs in Karak Azgal. Eeza Ugezod is automatically the leader of any warband he joins.



**Hates Dwarves.** Because of his continuous battle with Dwarves trying to retake Karak Azgal, Eeza Ugezod hates all Dwarves. Correspondingly, because of his prominent position in Karak Azgal, all Dwarves hate Eeza Ugezod.

**Suggested Model:** Black Orc with Axe and Cleaver. 2000 Annual p295; code 020901402