

Sam Barker RR

<b>Orcs (Evil)</b>								
<b>Ax</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	13/15	125	Base Size: (25x25mm), Crushing Strength (1)
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Healing Brew							5	
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Staying Stone							5	
<b>Skulks</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	5+	5+	3+	8	9/11	75	Base Size: (25x25mm), Bows (Range 24"), Crushing Strength (1), Vanguard
<b>Orclings*</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	5+	-	3+	12	10/12	60	Height (0), Vicious
<b>Trolls*</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
- Chalice of Wrath							15	
<b>Gore Riders</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	8	10/12	120	Crushing Strength (1), Thunderous Charge (1)
Regiment(10)	8	3+	-	5+	16	13/15	185	Crushing Strength (1), Thunderous Charge (1)
- Dwarven Ale							10	
<b>Gore Chariots</b>								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	8	3+	-	5+	18	15/17	215	Base Size: (50x100mm), Crushing Strength (1), Thunderous Charge (2)
<b>Krudger on Slasher</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	16/18	235	Hero (Mon), Crushing Strength (3), Fly, Fury, Inspiring
- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule							50	
<b>Flagger</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	9/11	50	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Individual, Inspiring

- Healing Charm

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**Godspeaker**

**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	4+	2	10/12	75	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Fireball (9), Godspeaker, Heal (2), Individual
- Heal (2)							10	
- Inspiring Talisman							20	
(1)	5	3+	-	4+	2	10/12	75	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Fireball (9), Godspeaker, Heal (2), Individual
- Heal (2)							10	
- Shroud of the Saint							25	
(1)	5	3+	-	4+	2	10/12	75	Hero (Inf), Base Size: (25x25mm), Blinding Light (1), Crushing Strength (1), Fireball (9), Godspeaker, Heal (2), Individual
- Heal (2)							10	
- Blinding Light (1) (L)							10	

**War Drum**

**Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)
(1)	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)

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<b>Blinding Light</b>	18" Range. Enemy Heroes, Monsters and War Engines only. If a hit is scored, the target unit is Disordered during its next turn.
<b>Chalice of Wrath</b>	The unit gains the Fury Special Rule.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Dwarven Ale</b>	The unit has the Headstrong special rule.
<b>Fireball</b>	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Godspeaker</b>	For every friendly non-allied Horde or Legion within 6" (Excluding Orclings), increase the amount of dice rolled for all spells by 1.
<b>Great Thunder</b>	This unit has the Rallying (2) special rule. Rallying! (n): Friendly, non-allied units within 6" of this unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range. Only the Rout value of Fearless units is affected by Rallying!
<b>Heal</b>	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
<b>Healing Brew</b>	Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
<b>Healing Charm</b>	This artefact can only be used by Heroes. The Hero has the Heal (3) spell.
<b>Individual</b>	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when

attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

**Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

**Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

**Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.

**Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

**Staying Stone** The unit has +1 to its Waver/Nerve value.

**Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.

**Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.

**Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.