

Orcs (Evil)

Morax										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	3	-	4	2	1	15	-/11	[115]	
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc										
Troop(10)	5	3	-	4	2	1	15	-/11	[115]	
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc										
Ax										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	4	-	5	2	4	25	20/22	[215]	
Crushing Strength (1) Keywords: Orc										
Gore Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	3	-	5	3	3	16	13/15	190	
Sir Jesse's Boots of Striding										
Crushing Strength (1), Thunderous Charge (1) Keywords: Orc										
15										
[205]										
Skulk Outriders*										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	8	4	5	3	3	1	7	10/12	[105]	
Crushing Strength (1), Nimble Shortbows (18", Steady Aim) Keywords: Orc, Tracker										
Trolls										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	14/17	190	
Chalice of Wrath										
Crushing Strength (2), Regeneration (5+) Keywords: Troll										
15										
[205]										
War Drum										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	1	3	-/11	[80]	
Crushing Strength (1), Rally (2 - Orc only) Keywords: Orc, Shrine										
Krudger on Winged Slasher										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	285	
Blade of Slashing										
Crushing Strength (3), Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc										
5										
[290]										
Flagger										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	9/11	[50]	
Crushing Strength (1), Individual, Inspiring Keywords: Orc										

Godspeaker										Hero (Hv Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	10/12	70	
Shroud of the Saint									30	
Replace Fireball (7) with Bane Chant (2)									0	
Heal (2)									15	
									[115]	
Crushing Strength (1), Individual, Tribal Magic										
Spells: Bane Chant (2), Heal (2)										
Keywords: Orc										

Special Rules and Spells:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Rally	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Regeneration (5+)	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by 1, to a maximum bonus of +3.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.