Target 2000 Points

Stuart Rae - It's a Troll FFS

Target 2000 Points

Orcs

Evil

Morax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	20	-/15	175
Custom name: Kickem Innafork									
Orcish Skullpole									5
									[180]
Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, Orc									
Regiment(20)	5	3	-	4	2	3	20	-/15	175
Custom name: Wedgie Demall									
Orcish Skullpole									5
									[180]
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
Custom name: Yevgottaface Likeamangledwellie									
Brew of Sharpness									45
Orcish Skullpole									5
									[265]
Crushing Strength (1)									
Keywords: Orc									

Greatax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	250
Custom name: Ruglud									
Maccwar's Potion of the Caterpillar									20
Orcish Skullpole									5
									[275]
Crushing Strength (2)									
Keywords: Orc									
Horde(40)	5	3	-	4	2	4	25	21/23	250
Custom name: Gudruk									
Orcish Skullpole									5
									[255]
Crushing Strength (2)									
Keywords: Orc									

Orclings*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	3	1	1	12	10/12	[60]

Custom name: Shovedegrannies Offdabus

Keywords: Orcling

Regiment(3)	5	5	-	3	1	1	12	10/12	[60]

Custom name: Oiyecannie Dithat

Keywords: Orcling

Regiment(3)	5	5	-	3	1	1	12	10/12	[60]

Custom name: Yermawsmaws Yergrannie

Keywords: Orcling

Regiment(3)	5	5	-	3	1	1	12	10/12	[60]

Custom name: Yerbums Ootthewindae

Keywords: Orcling

Regiment(3)	5	5	-	3	1	1	12	10/12	[60]

Custom name: Yermawsa Beetroot

Keywords: Orcling

War Drum

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	1	3	-/11	[80]

Custom name: Arye Dancin

Crushing Strength (1), Rallying (2 - Orc only)

Keywords: Orc, Shrine

Krudger

Hero (Hv Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	5	12/14	95

Custom name: Hesa Rocket

Orcish Skullpole 5

[100]

Crushing Strength (2), Individual, Inspiring, Mighty

Keywords: Orc

1	5	3	-	5	2	0	5	12/14	95

Custom name: Hesa Bampot

Sacred Horn 15

Orcish Skullpole 5

Gakamak's Bloody Banner [1] - Aura (Wild Charge (+1) - Heavy Infantry only). This upgrade cannot be taken in addition to a Gore Mount. 10

[125]

Crushing Strength (2), Individual, Inspiring, Mighty, Aura (Wild Charge (+1) - Heavy Infantry only)

Keywords: Orc

Krusher — Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	3	10/12	50
Custom name: Dinnae Dingieme									
War-Bow of Kaba									5
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
									[80]
Crushing Strength (2), Individual Keywords: Orc									
1	8	3	-	5	3	0	3	10/12	50
Custom name: Yermaws Aboot									
Blade of Slashing									5
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
									[80]
Crushing Strength (2), Individual Keywords: Orc									
1	8	3	-	5	3	0	3	10/12	50
Custom name: Yermaws Bowfin									
Mace of Crushing									5
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
									[80]
Crushing Strength (2), Individual Keywords: Orc									

Total Unit Strength: 24 — Total Units: 16
Total Core: 2000 (100%)
Army notes:
Kickem Innafork and da Boyz are back for round 2.

Special Rules and Spells:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Individual	See page 34 (page 30 in gamers edition)
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 scond result stands. Note that a unit may also have a qualifier for its *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Maccwar's Potion of the Caterpillar	This unit gains the *Pathfinder* special rule.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Mighty	Individuals with the *Mighty* special rule are no longer Yielding.
Orcish Skullpole	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the *Brutal* special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
Rallying	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 *Rallying* are in range. Only the Rout value of a Fearless unit is affected by *Rallying*.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, *Piercing* (1), *Steady Aim*.
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 *Wild Charge* (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. *Wild Charge* (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.