



RIFTFORGED ORCS

EVIL

Riffforged Legionaries

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	5	2	4	25	21/23	250
Brew of Sharpness									45
Crushing Strength (1) Keywords: Riffforged									[295]
Horde(40)	5	3	-	5	2	4	25	21/23	250
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1) Keywords: Riffforged									[270]

Reborn Legionaries*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	12	15/17	[185]
Crushing Strength (2), Inspiring Keywords: Riffforged									
Regiment(20)	5	3	-	5	2	3	12	15/17	[185]
Crushing Strength (2), Inspiring Keywords: Riffforged									
Regiment(20)	5	3	-	5	2	3	12	15/17	[185]
Crushing Strength (2), Inspiring Keywords: Riffforged									

Storm Giant

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	18/20	[240]
Brutal, Cloak of Death, Crushing Strength (4), Slayer (Melee - D6), Strider Spells: Wind Blast (6) Keywords: Giant, Riffforged									
1	7	4	-	5	6	1	D6+8	18/20	[240]
Brutal, Cloak of Death, Crushing Strength (4), Slayer (Melee - D6), Strider Spells: Wind Blast (6) Keywords: Giant, Riffforged									

Stormforged Shrine [1]

Titan
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	5	4	1	8	-/17	[190]
Anvil of the Rift, Aura (Fury), Crushing Strength (1), Inspiring, Power of the Rift Spells: Bane Chant (1), Host Shadowbeast (4), Lightning Bolt (3) Keywords: Riffforged, Shrine									

Orclings*

Swarm

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

Stormbringer on Winged Slasher										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	17/19	295	
Blessing of the Gods									20	
Crushing Strength (3), Fly, Fury, Inspiring, Nimble									[315]	
Stormbreath (12", Steady Aim)										
Keywords: Draconic, Riffforged										
Thonaar [1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	14/16	[170]	
Crushing Strength (2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck										
Keywords: Riffforged										
The Iron Boots [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Riffforged Legionaries (F)										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	3	-	5	2	3	12	15/17	155	
Helm of Confidence									15	
Crushing Strength (1)									[170]	
Keywords: Riffforged										
Regiment(20)	5	3	-	5	2	3	12	15/17	[155]	
Crushing Strength (1)										
Keywords: Riffforged										
Reborn Legionaries* (F)										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	3	-	5	2	3	12	16/18	205	
Sir Jesse's Boots of Striding									15	
Aura (Wild Charge (D3) - Orc only), Crushing Strength (2), Inspiring									[220]	
Keywords: Riffforged										

Total Unit Strength: 33
Total Core: 3000 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Anvil of the Rift	After successfully casting Bane Chant or Host Shadowbeast, the Stormforged Shrine may choose to cast either spell again with 1 less die on another appropriate Riffforged unit within 12" regardless of Line of Sight. This may continue until a casting is failed, no unit may be targeted twice with the same spell.
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.
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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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.
Helm of Confidence	The unit gains the <i>Inspiring</i> (Self) special rule.
Host Shadowbeast	Spell: 12", Friendly, Individuals only, CC - For each hit scored, the target unit gains +1 attacks when attacking in Melee for the rest of the Turn. Multiple, subsequent castings from different sources are not cumulative.
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 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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Power of the Rift	For each other friendly core Rifforged unit within 6", increase the amount of dice rolled with Bane Chant, Host Shadowbeast, Lightning Bolt by 1 to a maximum bonus of +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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stormstrike	Any natural rolls of 6 to hit are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderstruck	Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn.
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.