

NOT CULLODEN II



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]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									

Youngax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
Crushing Strength (1) Keywords: Orc									

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: Riftforged									

Gore Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	3	-	5	3	1	8	10/12	[125]
Crushing Strength (1), Thunderous Charge (1) Keywords: Orc									
Troop(5)	8	3	-	5	3	1	8	10/12	125 10
Skirmisher's Boots [135]									
Crushing Strength (1), Thunderous Charge (1) Keywords: Orc									

Fight Wagons*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(6)	7	3	-	5	3	4	30	-/20	285 20
Maccwar's Potion of the Caterpillar [305]									
Crushing Strength (1) Keywords: Orc									

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), Rallying (2 - Orc only) Keywords: Orc, Shrine									

Troll Bruiser

Hero (LrgInf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	3	1	5	12/15	110 5
Staying Stone [115]									
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+) Keywords: Troll									

Gakamak[1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	2	-	5	3	0	7	14/16	[220]	
Crushing Strength (3), Fury, Individual, Mighty, Very Inspiring, Vicious (Melee)										
Keywords: Orc										
Wip the Outcast[1]										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	105 25 [130]	
Veil of Shadows (2) [1]										
Individual, Inspiring, Wip's Tribal Magic										
Spells: Heal (2), Hex (2), Lightning Bolt (3), Weakness (2), Veil of Shadows [1] (2)										
Keywords: Outcast										
Molgurk's Mad Mob [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Gore Chariots (F)										Chariot
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	3	-	5	3	2	12	14/16	195 15 [210]	
Sir Jesse's Boots of Striding										
Crushing Strength (1), Gruesome Gores (), Thunderous Charge (2)										
Keywords: Orc										
Regiment(3)	8	3	-	5	3	2	12	14/16	[195]	
Crushing Strength (1), Gruesome Gores (), Thunderous Charge (2)										
Keywords: Orc										
War Drum on War Wagon (F)										Monster (Cht) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	4	3	1	3	-/11	130 10 25 30 [195]	
Knowledgeable [1] - Spellcaster tier +1										
Library Celestial Restoration [1](2)										
Library Host Shadowbeast (8)										
Crushing Strength (1), Gruesome Gores (), Nimble, Rallying (2 - Orc only)										
Spells: Bane Chant (2), Celestial Restoration [1] (2), Host Shadowbeast (8)										
Keywords: Orc, Shrine										

Total Unit Strength: 25

Total Units: 14

Total Core: 2300 (100%)

Army notes:

Troll Bruiser, highlight items. Include brutal?



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.
Celestial Restoration [1]	Spell: 36", Friendly, CC, Modifiers: Indirect - For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fury	While Wavering, this unit may still declare a Counter Charge.
Gruesome Gores	Unless Disordered, all units in the Formation have the Rampage (Melee - D3) and Slayer (Melee - D3) special rules.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Hex	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.

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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Regeneration	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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Staying Stone	The unit gains +1 to its Wavering stat value.
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).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Weakness	Spell: 24", Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
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.
Wip's Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde, Heavy Infantry Legion or unit of Wip's Playmates within 6", increase the amount of dice rolled with Heal, Hex, Lightning Bolt and Weakness by 1 to a maximum bonus of +3.