

Magic & Mayhem Orcs

2260 / 2300 (40 Remaining) VALID

Orcs [2260]

Gore Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [120] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc</i>	8	3+	-	5+	1	8	10/12	3	[120]
Troop (5) [120] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc</i>	8	3+	-	5+	1	8	10/12	3	[120]
Regiment (10) [185] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc</i>	8	3+	-	5+	3	16	13/15	3	[185]
Regiment (10) [185] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc</i>	8	3+	-	5+	3	16	13/15	3	[185]

Gore Chariots Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (6) [275] <i>Special Rules: Crushing Strength(1), Thunderous Charge(2) Keywords: Orc</i>	8	3+	-	5+	4	20	19/21	3	[275]
Legion (6) [275] <i>Special Rules: Crushing Strength(1), Thunderous Charge(2) Keywords: Orc</i>	8	3+	-	5+	4	20	19/21	3	[275]

Fight Wagons* Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Legion (6) [285] <i>Special Rules: Crushing Strength(1) Keywords: Orc</i>	7	3+	-	5+	4	30	-/20	3	[285]

War Drum Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only) Keywords: Orc, Shrine</i>	5	4+	-	4+	1	3	-/11	2	[80]
1 [80] <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only) Keywords: Orc, Shrine</i>	5	4+	-	4+	1	3	-/11	2	[80]

Flagger Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [75] Gore <i>Special Rules: Crushing Strength(1), Individual, Inspiring Keywords: Orc</i>	8	4+	-	4+	0	1	9/11	3	[50] [25]
1 [75] Gore <i>Special Rules: Crushing Strength(1), Individual, Inspiring Keywords: Orc</i>	8	4+	-	4+	0	1	9/11	3	[50] [25]

Gakamak [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [220] <i>Special Rules: Crushing Strength(3), Fury, Individual, Mighty, Very Inspiring, Vicious(Melee) Keywords: Orc</i>	8	2+	-	5+	0	7	14/16	3	[220]

Krudger on Winged Slasher Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [285] <i>Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc</i>	10	3+	-	5+	2	10	17/19	6	[285]

Total Units: 13 Total Unit Strength: 24
 Total Primary Core Points: 2260 (100.0%)

Special Rule	Description
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the

unit will only Inspire itself and the unit(s) specified.

Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Artefact	Description	