

Riftforged Orcs Simon T

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Riftforged Orcs [1995]

Thunderseers Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	6	4+	-	5+	3	30	15/17	3	[225]
Chalice of Wrath									[15]
<i>Special Rules: Crushing Strength(1), Pathfinder, Spellward, Fury Keywords: Cyclops, Riftforged</i>									

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

Storm Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [240]	7	4+	-	5+	1	D6 + 8	18/20	6	[240]
Giant Club									[0]
Wind Blast (6)									[0]
<i>Special Rules: Brutal, Cloak of Death, Crushing Strength(4), Strider, Rampage(Melee D6) Keywords: Giant, Riftforged</i>									
1 Spellcaster 0 [240]	7	4+	-	5+	1	D6 + 8	18/20	6	[240]
Giant Cleaver									[0]
Wind Blast (6)									[0]
<i>Special Rules: Brutal, Cloak of Death, Crushing Strength(4), Strider, Slayer(Melee D6) Keywords: Giant, Riftforged</i>									

Stormcaller Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [145]	5	4+	-	5+	0	1	11/13	2	[85]
Inspiring Talisman									[20]
Lightning Bolt (4)									[0]
Blizzard (3)									[40]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring Keywords: Riftforged</i>									

Thonaar [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	8	3+	-	5+	0	6	14/16	3	[170]
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck Keywords: Riftforged</i>									

Stormbringer on Helstrike Manticore Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [160]	10	3+	-	5+	1	5	13/15	4	[160]
<i>Special Rules: Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Riftforged, Manticore</i>									

[F] Riftforged Legionaries (The Iron Boots) [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	3+	-	5+	3	12	15/17	2	[155]
<i>Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots</i>									

[F] Riftforged Legionaries (The Iron Boots) [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	3+	-	5+	3	12	15/17	2	[155]
<i>Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots</i>									

[F] Reborn Legionaries (The Iron Boots)* [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [205]	5	3+	-	5+	3	12	16/18	2	[205]
<i>Special Rules: Aura(Wild Charge (D3 - Orc only)), Crushing Strength(2), Inspiring Keywords: Riftforged, The Iron Boots</i>									

Total Units: 10
 Total Primary Core Points: 1995 (100.0%)

Total Unit Strength: 19

Custom Rule	Description
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.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile 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 on its profile until the end of the Turn.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
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.

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch 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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Blizzard[1]
Range: 30"
Enemy

For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage.

Indirect,
Piercing(1)

Artefact

Description

Chalice of Wrath

The unit gains the Fury special rule.

Inspiring Talisman

The unit gains the Inspiring special rule.