



## Riftforged Orcs [2300]

Riftwalkers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (10) [120]	7	4+	-	5+	1	10	-/12	2	[120]
<b>Special Rules:</b> Crushing Strength(1), Fly, Nimble, Strider <b>Keywords:</b> Riftforged									
Hv Inf Troop (10) [120]	7	4+	-	5+	1	10	-/12	2	[120]
<b>Special Rules:</b> Crushing Strength(1), Fly, Nimble, Strider <b>Keywords:</b> Riftforged									

Thunderseers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [255]	7	4+	-	5+	3	30	15/17	3	[225]
Visions from the Rift									
Brew of Haste									
<b>Special Rules:</b> Crushing Strength(1), Pathfinder, Spellward, Visions from the Rift <b>Keywords:</b> Cyclops, Riftforged									

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [280]	10	3+	-	5+	3	18	15/17	4	[265]
Sir Jesse's Boots of Striding									
<b>Special Rules:</b> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) <b>Keywords:</b> Manticore, Riftforged									
Lrg Cav Horde (6) [295]	10	3+	-	5+	3	18	15/17	4	[265]
Blessing of the Gods									
<b>Special Rules:</b> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1), Elite <b>Keywords:</b> Manticore, Riftforged									
Lrg Cav Horde (6) [285]	10	3+	-	5+	3	18	15/17	4	[265]
Helm of the Drunken Ram									
<b>Special Rules:</b> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(2) <b>Keywords:</b> Manticore, Riftforged									

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

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

Stormbringer on Helstrike Manticore	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [185]	10	3+	-	5+	1	5	13/15	4	[160]
The Scrying Gem									
<b>Special Rules:</b> Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble <b>Keywords:</b> Riftforged, Manticore									
Hero (Lrg Cav) 1 [160]	10	3+	-	5+	1	5	13/15	4	[160]
<b>Special Rules:</b> Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble <b>Keywords:</b> Riftforged, Manticore									

Vohdler [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [190]	6	3+	-	6+	1	7	-/15	3	[190]
<b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Pathfinder, Spellward, Visions from the Rift, Grand Seer <b>Keywords:</b> Cyclops, Riftforged									

Total Units: 11      Total Unit Strength: 18  
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Grand Seer	The [2] restriction for Visions from the Rift is lifted from any army that includes Vohdler.
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
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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. This includes Difficult Terrain the unit started in. 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
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.
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).
Visions from the Rift	After deployment and all Scout moves have been completed by both players, but before rolling for first turn, this unit may be picked up and redeployed anywhere in the controlling players deployment zone.

Spell	Description	Special Rules
<b>Wind Blast</b> 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.	

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.