

Riftforged Orcs

2000 / 2000 VALID

Riftforged Orcs [2000]

Helstrikers Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [160]	10	3+	-	5+	2	9	12/14	4	[160]
Special Rules: Brutal, Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1) Keywords: Manticore, Riftforged									
Horde (6) [280]	10	3+	-	5+	3	18	15/17	4	[265]
Sir Jesse's Boots of Striding									[15]
Special Rules: Brutal, Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1) Keywords: Manticore, Riftforged									

Orclings* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [60]	5	5+	-	3+	1	12	10/12	1	[60]
Keywords: Orcling									
Regiment (3) [60]	5	5+	-	3+	1	12	10/12	1	[60]
Keywords: Orcling									

Fight Wagons Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [215]	7	3+	-	5+	2	18	-/15	3	[195]
Blessing of the Gods									[20]
Special Rules: Crushing Strength(1),Elite Keywords: Orc									
Regiment (3) [215]	7	3+	-	5+	2	18	-/15	3	[195]
Chant of Hate									[20]
Special Rules: Crushing Strength(1),Vicious Keywords: Orc									

Riftforger Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [80]	5	3+	-	5+	0	3	10/12	2	[50]
Knowledgable[1]									[10]
Host Shadowbeast (3)									[20]
Special Rules: Crushing Strength(2),Individual, Arcane Smithy Keywords: Riftforged									
1 Spellcaster 2 [90]	5	3+	-	5+	0	3	10/12	2	[50]
Inspiring Talisman									[20]
Host Shadowbeast (3)									[20]
Special Rules: Crushing Strength(2),Individual, Arcane Smithy, Inspiring Keywords: Riftforged									

Stormbringer on Helstrike Manticore Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [165]	10	3+	-	5+	1	5	13/15	4	[160]
Blade of Slashing									[5]
Special Rules: Brutal, Crushing Strength(2),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Riftforged, Manticore									
1 [160]	10	3+	-	5+	1	5	13/15	4	[160]
Special Rules: Brutal, Crushing Strength(2),Fly, Inspiring, Lifeleech(1),Nimble Keywords: Riftforged, Manticore									

[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]
Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots									

[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]
Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots									

[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]
Special Rules: Aura(Wild Charge (D3 - Orc only)),Crushing Strength(2),Inspiring Keywords: Riftforged, The Iron Boots									

Total Units:	13	Total Unit Strength:	22
Total Primary Core Points:	2000 (100.0%)		

Custom Rule	Description
Arcane Smithy	This unit may cast their Bane Chant or Host Shadow Beast spell while engaged with an enemy unit, even if the

Riftforger was issued a Charge order this turn. If they do so, they may only target Friendly Core units engaged with the same enemy as themselves, regardless of Line of Sight. The Riftforger itself is also a valid target for either spell when cast in this way.

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.
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. 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 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.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Chant of Hate	The unit gains the Vicious special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.