


**Riffforged Orcs [2345]**

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

Tundra Wolves*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [180] <i>Special Rules:</i> Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Beast, Tundra Wolf	9	3+	-	4+	3	18	13/15	2	[180]
Cav Regiment [180] <i>Special Rules:</i> Nimble, Pathfinder, Thunderous Charge(1) <i>Keywords:</i> Beast, Tundra Wolf	9	3+	-	4+	3	18	13/15	2	[180]

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [280] Sir Jesse's Boots of Striding <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) <i>Keywords:</i> Manticore, Riffforged	10	3+	-	5+	3	18	15/17	4	[265] [15]
Lrg Cav Horde [285] Brew of Haste <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) <i>Keywords:</i> Manticore, Riffforged	11	3+	-	5+	3	18	15/17	4	[265] [20]
Lrg Cav Horde [285] Helm of the Drunken Ram <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(2) <i>Keywords:</i> Manticore, Riffforged	10	3+	-	5+	3	18	15/17	4	[265] [20]

Storm Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [240] Giant Cleaver Wind Blast (6) <i>Special Rules:</i> Brutal, Cloak of Death, Crushing Strength(4), Strider, Slayer(Melee D6) <i>Keywords:</i> Giant, Riffforged	7	4+	-	5+	2	D6 + 8	18/20	6	[240] [0] [0]

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

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

Stormbringer on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [295] Stormbreath (12", Steady Aim) <i>Special Rules:</i> Crushing Strength(3), Fly, Fury, Inspiring, Nimble <i>Keywords:</i> Draconic, Riffforged	10	3+	4+	5+	2	10	17/19	6	[295]

Total Units: 11      Total Unit Strength: 22  
Total Primary Core Points: 2345 (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.
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.
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 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.
Redeploy	After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stormstrike	Any natural rolls of 6 to hit in melee 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).

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.	
<b>Artefact</b>	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.	
Brew of Haste	This unit increases its Speed stat by +1.	