

Riftforged Wanderers

2300 / 2300 VALID



Riftforged Orcs [2300]

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

Tundra Wolves*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [115]	9	3+	-	4+	1	9	10/12	2	[115]
<i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>									
Cav Troop [115]	9	3+	-	4+	1	9	10/12	2	[115]
<i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>									

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [160]	10	3+	-	5+	2	9	12/14	4	[160]
<i>Special Rules: Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) Keywords: Manticore, Riftforged</i>									
Lrg Cav Horde [295]	10	3+	-	5+	3	18	15/17	4	[265]
Blessing of the Gods									[30]
<i>Special Rules: Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1), Elite Keywords: Manticore, Riftforged</i>									

Orclings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [60]	5	5+	-	3+	1	12	10/12	1	[60]
<i>Keywords: Orcling</i>									

Gore Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [300]	8	3+	-	5+	4	20	19/21	3	[285]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2) Keywords: Orc</i>									

War Drum	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht 1 [110]	8	4+	-	4+	1	3	-/11	3	[80]
War Wagon									[30]
<i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only / 1 - Riftforged only), Nimble Keywords: Riftforged</i>									

Stormforged Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 2 [190]	5	4+	-	5+	2	8	-/17	4	[190]
Bane Chant (1)									[0]
Lightning Bolt (3)									[0]
Host Shadowbeast (2)									[0]
<i>Special Rules: Aura(Fury), Crushing Strength(1), Inspiring, Spellward, Anvil of the Rift, Power of the Rift Keywords: Riftforged, Shrine</i>									

Stormbringer on Helstrike Manticore	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 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>									

Stormbringer on Gore Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [160]	8	3+	5+	5+	1	5	14/16	3	[160]
Stormbreath (12", Steady Aim)									
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Thunderous Charge(1) Keywords: Riftforged</i>									

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

Total Units:

14

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Anvil of the Rift	After successfully casting Bane Chant or Host Shadowbeast, the Stormforged Shrine may choose to cast either spell again with 1 less die on another appropriate Riffforged unit within 12" regardless of Line of Sight or Arc. This may continue until a casting is failed, no unit may be targeted twice with the same spell.
Power of the Rift	For each other friendly core Riffforged unit within 6", increase the amount of dice rolled with Bane Chant, Host Shadowbeast, Lightning Bolt by 1 to a maximum bonus of +3

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. 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.
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.
Lifeleech	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. Lifeleech 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.
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.
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.
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.
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
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Host Shadowbeast 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
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.