War of the Roses 4 Orcs

2000 / 2000 VALID

1st Battalion

Storm Caller [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	13	2	[160]
Lightning Bolt (6)									[35]
Bloodboil(0)									[30]

Special Rules: *Crushing Strength(1),Individual, Yielding, Bloodfreeze* ***Traits:*** *Spellcaster*

Ax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	12	15	2	[120]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*

Greatax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[235]
Healing Brew									[5]

Special Rules: *Crushing Strength(2)* ***Traits:*** *Orc*

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*

Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[250]

Special Rules: *Brutal(1), Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1)* ***Traits:*** *Forged*

2nd Battalion

Stormbringer on Helstrike Manticore	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	10	3+	-	5+	2	5	15	4	[200]

Special Rules: *Brutal(1),Crushing Strength(2),Fly, Inspiring, Lifeleech(1)*

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*

Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[250]

Special Rules: *Brutal(1),Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)* ***Traits:*** *Forged*

Stormforged Shrine [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	5	3+	-	5+	2	10	17	5	[245]
Lightning Bolt (12)									[0]

Special Rules: *Aura(Headstrong),Crushing Strength(1),Inspiring, Chain Lightning*

Total Units: 11 **Total Unit Strength:** 23
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Green Rage	5	Units with the Orc or Forged Traits only. When this unit attacks in a Combat this Turn, for each successful hit that rolls a natural 6, those hits are doubled, before rolling to damage (in effect they have Blast (2)).

Up and at 'em	4	Units with the Orc Trait only. The unit gains the Wild Charge (n) special rule where n is the number of successful dice rolled to issue this order.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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.
Bloodfreeze	Lightning Bolt cast by this unit has the Frostbite special rule.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Chain Lightning	After resolving this unit's Lightning Bolt attack, pick another enemy unit anywhere within 6" of the target and attack it with Lightning Bolt (n),where n is the amount of damage caused to the first target. The second attack always hits on a 4+, and no LOS is required to the second unit. The second enemy unit can even be Engaged ready to fight in the Combat Phase, in which case it doesn't take a Nerve test for suffering any damage from this attack.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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 (n)	When this unit completes its to-hit and to-damage rolls in 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).
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bloodboil Range: 12" Magical Missile	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Then roll to damage as normal. Piercing (1).
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.