Orcs

2500 / 2500 VALID

1st Battalion

Krudger	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**8**	3+	-	5+	2	7	14	**3**	[190]
Gore									[25]
Mournful Blade									[15]

Special Rules: *Crushing Strength(2),Individual, Inspiring, Duellist(D3)*

Flagger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	11	2	[80]

Special Rules: *Crushing Strength(1),Individual, Very Inspiring, Yielding*

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[125]
Fireball (4)									[25]
Heal (2)									[15]

Special Rules: *Crushing Strength(1),Individual, Yielding, Power of the Horde* ***Traits:*** *Spellcaster*

Krusher [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	3+	-	5+	1	6	12	2	[150]
Blade of Slashing									[5]

Special Rules: *Crushing Strength(2),Duellist(2),Fearless, Individual, Inspiring, Wild Charge(D3)*

Ax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	4+	-	5+	4	25	24	2	[205]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									
Core Hvy Inf Horde	5	4+	-	5+	4	25	24	2	[205]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									
Core Hvy Inf Regiment	5	4+	-	5+	2	12	15	2	[120]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									
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 Regiment	5	3+	-	4+	2	12	16	2	[130]
Special Rules: *Crushing Strength(2)* ***Traits:*** *Orc*									
Core Hvy Inf Regiment	5	3+	-	4+	2	12	16	2	[130]
Special Rules: *Crushing Strength(2)* ***Traits:*** *Orc*									

Morax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]

Special Rules: *Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Orc*

Skulks	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	5	5+	5+	3+	1	8	11	2	[85]
Bows (18", Piercing (1))									

Special Rules: *Scout* ***Traits:*** *Orc*

Orclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Regiment	5	5+	-	3+	2	24	16	1	[90]

Special Rules: *Height(1),Stealthy*

Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Troop	6	4+	-	5+	1	8	13	3	[140]

Special Rules: *Crushing Strength(2),Inspiring(Self),Regeneration(5+)*

Orc Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	3+	-	5+	2	15	16	4	[200]

Special Rules: *Brutal(1),Crushing Strength(1),Thunderous Charge(2)* ***Traits:*** *Orc*

War Drum [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	4+	-	4+	2	3	11	2	[100]
Special Rules: *Crushing Strength(1),Dread, Fearless, Height(2),Rallying* ***Traits:*** *Orc*									

Storm Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[265]
Giant Cleaver									[0]
Wind Blast (6)									[0]
Special Rules: *Brutal(1),Cloak of Death, Crushing Strength(4),Height(6),Strider, Slayer(D6 - Combat)*									

Total Units: 17 **Total Unit Strength:** 33
Total Points: 2500

Command Order	Target	Description
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
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.
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 (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.
Dread	While within 6” of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Duellist (n)	When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
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.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Power of the Horde	For each friendly unit with the Orc Trait within 6” of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of +3.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move

	one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
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**
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Wind Blast Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite 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 just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mournful Blade	Infantry and Cavalry only. The hero gains the Duellist (D3) special rule.