Orcs 2500 WUN

2500 / 2500 VALID

1st Battalion

Krudger on Winged Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	12	18	5	[300]
Torc of Command									[15]

Special Rules: *Crushing Strength(3),Fly, Inspiring*

Flagger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	4+	-	4+	1	1	11	**3**	[95]
Gore									[10]
War-Bow of Kaba									[5]

War-Bow of Kaba (24", Att: 1, Piercing (1))

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

Ax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	4+	-	5+	4	25	24	2	[210]
Mace of Crushing									[5]

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

Gore Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[210]
Sir Jesse's Boots of Striding									[15]

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

Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]

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

Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]

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

Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	16	3	[190]

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

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]

Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*

2nd Battalion

Krudger on Winged Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	12	18	5	[290]
Blade of Slashing									[5]

Special Rules: *Crushing Strength(3),Fly, Inspiring*

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[135]
Bane Chant (2)									[20]
Scorched Earth(3)									[30]

Special Rules: *Crushing Strength(1),Individual, Yielding, Power of the Horde* ***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	[230]

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

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]

Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*

Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]

Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*

Total Units:	14	**Total Unit Strength:**	27
Total Points:	2500		

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
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.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.
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.
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
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Scorched Earth	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target

Range: 18" Target	unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

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.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24”, Att: 1, Sh: 4+, Piercing (1)
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Torc of Command	Command Orders attempted by this unit can be issued to units within 18” instead of the normal 12”.