

## 1st Battalion

Thonaar [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	6	16	3	[190]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Storm Strike</i>									

Flagger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	4+	-	4+	1	1	11	3	[110]
Gore									[10]
Banner of Command									[20]
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Very Inspiring, Yielding</i>									

Greatax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
<b>Special Rules:</b> <i>Crushing Strength(2) Traits: Orc</i>									
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
<b>Special Rules:</b> <i>Crushing Strength(2) Traits: Orc</i>									
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
<b>Special Rules:</b> <i>Crushing Strength(2) Traits: Orc</i>									
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
<b>Special Rules:</b> <i>Crushing Strength(2) Traits: Orc</i>									

Orcclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
<b>Special Rules:</b> <i>Height(1), Stealthy</i>									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
<b>Special Rules:</b> <i>Height(1), Stealthy</i>									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
<b>Special Rules:</b> <i>Height(1), Stealthy</i>									

## 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	[285]
<b>Special Rules:</b> <i>Crushing Strength(3), Fly, Inspiring</i>									

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]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1) Traits: Orc</i>									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1) Traits: Orc</i>									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1) Traits: Orc</i>									

**Total Units:** 13  
**Total Points:** 2300

**Total Unit Strength:** 30

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
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.

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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Storm Strike	If Thonaar successfully issues the Green Rage Command Order, hits that are natural rolls of 5 and 6 both double instead of the normal 6 for the target unit.
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.

Artefact	Description
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.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.