# Orcs clash 2026 Alistair Vowles

2300 / 2300 VALID

## 1st Battalion

| Flagger [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Champion Hero (Inf) | 5 | 4+ | - | 4+ | 1 | 1 | 11 | 2 | [100] |
| Banner of Command | | | | | | | | | [20] |
| ***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 | [135] |
| Inspiring Talisman | | | | | | | | | [30] |
| Bane Chant (2) | | | | | | | | | [20] |
| ***Special Rules:*** *Crushing Strength(1),Individual, Yielding, Inspiring, 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* | | | | | | | | | |
| 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* | | | | | | | | | |
| Core Hvy Inf Horde | 5 | 3+ | - | 4+ | 4 | 25 | 25 | 2 | [230] |
| ***Special Rules:*** *Crushing Strength(2)* ***Traits:*** *Orc* | | | | | | | | | |

| Riftforged Legionaries | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Core Hvy Inf Horde | 5 | 3+ | - | 5+ | 4 | 25 | 25 | 2 | [230] |
| ***Special Rules:*** *Crushing Strength(1)* ***Traits:*** *Forged* | | | | | | | | | |
| Core Hvy Inf Horde | 5 | 3+ | - | 5+ | 4 | 25 | 25 | 2 | [230] |
| ***Special Rules:*** *Crushing Strength(1)* ***Traits:*** *Forged* | | | | | | | | | |

| Gore Riders | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| 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* | | | | | | | | | |

| Helstrikers | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Support Lrg Cav Regiment | 9 | 3+ | - | 5+ | 2 | 18 | 17 | 4 | [265] |
| Sir Jesse's Boots of Striding | | | | | | | | | [15] |
| ***Special Rules:*** *Brutal(1),Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)* ***Traits:*** *Forged* | | | | | | | | | |
| 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* | | | | | | | | | |

**Total Units:** 12 **Total Unit Strength:** 30
**Total Points:** 2300

| 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 |
|---|---|

| | |
|---|---|
| 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. |
| 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. |
| 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). |
| 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. |
| 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**<br>Range: 12"<br>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. |

| 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. |
| Inspiring Talisman | The hero gains the Inspiring special rule. |