Wedgy Dem All

2300 / 2300 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	[290]
Healing Brew									[5]

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

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	[120]
Bane Chant (2)									[20]
Heal (2)									[15]

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

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*

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*

Orclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]

Special Rules: *Height(1),Stealthy*

Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]

Special Rules: *Height(1),Stealthy*

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*

Fight Wagons	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	7	3+	-	5+	2	20	16	4	[230]
Pipes of Terror									[15]

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

Orc Chariots	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	3+	-	5+	2	15	16	4	[215]
Sir Jesse's Boots of Striding									[15]

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

Stormslayer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	3+	-	4+	2	9	16	5	[185]

Special Rules: *Crushing Strength(2),Fearless, Inspiring(Self),Regeneration(5+),Slayer(D6)* ***Traits:*** *Forged*

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*

Total Units: 14 **Total Unit Strength:** 28
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.
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
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.
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.
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**
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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

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.
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.
Pipes of Terror	This unit gains the Brutal (+1) special rule.