The best silences are orcward…

2300 / 2300 VALID

1st Battalion

Stormbringer on Helstrike Manticore	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	10	3+	-	5+	2	5	15	4	[200]
Special Rules: *Brutal(1),Crushing Strength(2),Fly, Inspiring, Lifeleech(1)*									

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*									

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	3+	-	5+	1	4	12	**3**	[140]
Manticore									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Hellforged Weapons*									

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 Regiment	5	3+	-	5+	2	12	16	2	[135]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*									
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]
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*									

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*									
Core (Aux) Hvy Inf Troop	5	5+	5+	3+	1	8	11	2	[85]
Bows (18", Piercing (1))									
Special Rules: *Scout* ***Traits:*** *Orc*									

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist 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*									
Specialist 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*									
Specialist 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: 13 **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.
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.
Hellforged Weapons	If this unit attempts to issue the Green Rage Command Order, it may roll 3D6 instead of the normal 2.
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).
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.
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.
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.