

## 1st Battalion

<b>Godspeaker [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[165]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Veil of Shadows(3)									[30]
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Yielding, Inspiring, Power of the Horde</i> <b>Traits:</b> Spellcaster									
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[120]
Ej Periscope									[5]
Bane Chant (2)									[20]
Hex (2)									[10]
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Yielding, Leaper, Power of the Horde</i> <b>Traits:</b> Spellcaster									

<b>Riftforger [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	3+	-	5+	1	4	12	3	[155]
Manticore									[15]
Torc of Command									[15]
<b>Special Rules:</b> <i>Crushing Strength(2), Individual, Inspiring, Hellforged Weapons</i>									
Champion Hero (Cav)	8	3+	-	5+	1	4	12	3	[140]
Manticore									[15]
<b>Special Rules:</b> <i>Crushing Strength(2), Individual, Inspiring, Hellforged Weapons</i>									

<b>Ax</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	12	15	2	[120]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Traits:</b> Orc									
Core Hvy Inf Regiment	5	4+	-	5+	2	12	15	2	[120]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Traits:</b> Orc									

<b>Greatax</b>	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)</i> <b>Traits:</b> Orc									
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
<b>Special Rules:</b> <i>Crushing Strength(2)</i> <b>Traits:</b> Orc									

<b>Riftforged Legionaries</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[140]
Fire-Oil									[5]
<b>Special Rules:</b> <i>Crushing Strength(1 / +1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)</i> <b>Traits:</b> Forged									

<b>Orclings</b>	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>									

<b>Gore Riders</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	3+	-	5+	2	18	15	3	[215]
Brew of Haste									[20]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Traits:</b> Orc									

<b>Fight Wagons</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	7	3+	-	5+	2	20	16	4	[230]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> <i>Brutal(1), Crushing Strength(1), Fearless</i> <b>Traits:</b> Orc									
Specialist Cht Regiment	7	3+	-	5+	2	20	16	4	[240]
Blessing of the Gods									[25]
<b>Special Rules:</b> <i>Brutal(1), Crushing Strength(1), Fearless, Elite</i> <b>Traits:</b> Orc									

Total Units:  
Total Points:

15  
2300

Total Unit Strength:

27

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
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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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).
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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.
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.
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
<b>Bane Chant</b> 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.
<b>Hex</b> Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
<b>Veil of Shadows</b> Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
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.
Brew of Haste	This unit increases its Speed stat by +1.
Blessing of the Gods	The unit gains the Elite special rule.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Torc of Command	Command Orders attempted by this unit can be issued to units within 18" instead of the normal 12".
Inspiring Talisman	The hero gains the Inspiring special rule.