

 Orcs [1995]

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Regiment [185]</b>	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole									[5]
Liliana's Tear									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords:</b> <i>Berserker, Orc</i>									
<b>Hv Inf Regiment [185]</b>	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole									[5]
Blade of Slashing									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords:</b> <i>Berserker, Orc</i>									

Ax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Regiment [130]</b>	5	4+	-	5+	3	12	13/15	2	[130]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Keywords:</b> <i>Orc</i>									
<b>Hv Inf Regiment [130]</b>	5	4+	-	5+	3	12	13/15	2	[130]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Keywords:</b> <i>Orc</i>									
<b>Hv Inf Regiment [130]</b>	5	4+	-	5+	3	12	13/15	2	[130]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Keywords:</b> <i>Orc</i>									

Greatax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Troop [100]</b>	5	3+	-	4+	1	10	10/12	2	[100]
<b>Special Rules:</b> <i>Crushing Strength(2)</i> <b>Keywords:</b> <i>Orc</i>									
<b>Hv Inf Troop [100]</b>	5	3+	-	4+	1	10	10/12	2	[100]
<b>Special Rules:</b> <i>Crushing Strength(2)</i> <b>Keywords:</b> <i>Orc</i>									

Skulks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hv Inf Troop [85]</b>	5	5+	5+	3+	1	8	9/11	2	[85]
Shortbows (18", Steady Aim)									
<b>Special Rules:</b> <i>Crushing Strength(1), Scout</i> <b>Keywords:</b> <i>Orc, Tracker</i>									
<b>Hv Inf Troop [85]</b>	5	5+	5+	3+	1	8	9/11	2	[85]
Shortbows (18", Steady Aim)									
<b>Special Rules:</b> <i>Crushing Strength(1), Scout</i> <b>Keywords:</b> <i>Orc, Tracker</i>									

Gore Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [185]</b>	8	3+	-	5+	3	16	13/15	3	[185]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Orc</i>									
<b>Cav Regiment [185]</b>	8	3+	-	5+	3	16	13/15	3	[185]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Keywords:</b> <i>Orc</i>									

War Drum	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon 1 [80]</b>	5	4+	-	4+	1	3	-/11	2	[80]
<b>Special Rules:</b> <i>Crushing Strength(1), Rallying(2 - Orc only)</i> <b>Keywords:</b> <i>Orc, Shrine</i>									

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Hv Inf) 1 [75]</b>	5	4+	-	4+	0	1	9/11	2	[50]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Very Inspiring, Strength in Numbers</i> <b>Keywords:</b> <i>Orc</i>									

Morax Mansplitter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Hv Inf) 1 [120]</b>	5	3+	4+	4+	0	6	-/14	2	[105]
Mournful Blade									[15]
Throwing Ax (12", Att: 1, Piercing(1))									
<b>Special Rules:</b> <i>Aura(Thunderous Charge (1) - Berserker only), Crushing Strength(1), Individual, Inspiring, Wild Charge(D3), Duelist</i> <b>Keywords:</b> <i>Berserker, Orc</i>									

Gakamak [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [220]</b>	8	2+	-	5+	0	7	14/16	3	[220]
<b>Special Rules:</b> <i>Crushing Strength(3), Fury, Individual, Mighty, Very Inspiring, Vicious(Melee)</i> <b>Keywords:</b> <i>Orc</i>									

**Total Units:**  
**Total Primary Core Points:**

15  
1995 (100.0%)

**Total Unit Strength:**

26

<b>Custom Rule</b>	<b>Description</b>
Strength in Numbers	The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non- Individual Friendly Heavy Infantry Units within 6" of the Flagger.

  

<b>Special Rule</b>	<b>Description</b>
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Orcish Skullpole	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Brutal special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. 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 in Round one as normal.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

  

<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
<b>Bane Chant</b> Range: 12"	If one or more hits are scored, 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
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Liliana's Tear	The unit is not affected by the Dread, Shattering or Brutal special rules on enemy units.
Mournful Blade	Individuals only. The unit gains the Duelist special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.