

Orcs [1995]

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [175]	5	3+	-	4+	3	20	-/15	2	[175]
<i>Special Rules:</i> Crushing Strength(1),Wild Charge(D3) <i>Keywords:</i> Berserker, Orc									
Hv Inf Regiment [175]	5	3+	-	4+	3	20	-/15	2	[175]
<i>Special Rules:</i> Crushing Strength(1),Wild Charge(D3) <i>Keywords:</i> Berserker, Orc									

Greatax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [255]	5	3+	-	4+	4	25	22/23	2	[250]
Staying Stone [5]									
<i>Special Rules:</i> Crushing Strength(2) <i>Keywords:</i> Orc									

Gore Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [200]	8	3+	-	5+	3	16	13/15	3	[185]
Sir Jesse's Boots of Striding [15]									
<i>Special Rules:</i> Crushing Strength(1),Thunderous Charge(1) <i>Keywords:</i> Orc									

Orclings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [60]	5	5+	-	3+	1	12	10/12	1	[60]
<i>Keywords:</i> Orcling									
Swm Regiment [60]	5	5+	-	3+	1	12	10/12	1	[60]
<i>Keywords:</i> Orcling									

Fight Wagons*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [325]	7	3+	-	5+	4	30	-/20	3	[285]
Brew of Strength [40]									
<i>Special Rules:</i> Crushing Strength(2) <i>Keywords:</i> Orc									

War Drum	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht 1 [110]	8	4+	-	4+	1	3	-/11	3	[80]
War Wagon [30]									
<i>Special Rules:</i> Crushing Strength(1),Rallying(2 - Orc only),Nimble <i>Keywords:</i> Orc, Shrine									

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

Wip the Outcast [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [130]	6	5+	-	4+	0	1	11/13	2	[105]
Heal (2)									[0]
Hex (2)									[0]
Lightning Bolt (3)									[0]
Weakness (2)									[0]
Veil of Shadows (2)									[25]
<i>Special Rules:</i> Command, Individual, Inspiring, Wip's Tribal Magic <i>Keywords:</i> Outcast									

Krudger on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [285]	10	3+	-	5+	2	10	17/19	6	[285]
<i>Special Rules:</i> Command, Crushing Strength(3),Fly, Fury, Inspiring, Nimble <i>Keywords:</i> Draconic, Orc									

Total Units:11Total Unit Strength:22

Total Primary Core Points:1995 (100.0%)

Custom Rule	Description
Wip's Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde, Heavy Infantry Legion or unit of Wip's Playmates within 6", increase the amount of dice rolled with Heal, Hex, Lightning Bolt and Weakness by 1 to a maximum bonus of +3.

Special Rule	Description
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Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
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.
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.
Wip's Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde, Heavy Infantry Legion or unit of Wip's Playmates within 6", increase the amount of dice rolled with Heal, Hex, Lightning Bolt and Weakness by 1 to a maximum bonus of +3.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Weakness Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.