

1st Battalion

Flagger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	11	2	[80]
Special Rules: <i>Crushing Strength(1), Individual, Very Inspiring, Yielding</i>									
Champion Hero (Inf)	5	4+	-	4+	1	1	11	2	[80]
Special Rules: <i>Crushing Strength(1), Individual, Very Inspiring, Yielding</i>									

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[140]
Ej Periscope									[5]
Bane Chant (2)									[20]
Scorched Earth(3)									[30]
Special Rules: <i>Crushing Strength(1), Individual, Yielding, Leaper, Power of the Horde</i> Traits: <i>Spellcaster</i>									

Greatax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(2)</i> Traits: <i>Orc</i>									
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(2)</i> Traits: <i>Orc</i>									

Morax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: <i>Crushing Strength(1), Fearless, Wild Charge(D3)</i> Traits: <i>Orc</i>									
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: <i>Crushing Strength(1), Fearless, Wild Charge(D3)</i> Traits: <i>Orc</i>									

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									
Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: <i>Nimble, Pathfinder, Thunderous Charge(1)</i>									
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: <i>Nimble, Pathfinder, Thunderous Charge(1)</i>									

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[265]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Brutal(1), Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1)</i> Traits: <i>Forged</i>									
Support Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[265]
Pipes of Terror									[15]
Special Rules: <i>Brutal(2), Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1)</i> Traits: <i>Forged</i>									

Total Units:13Total Unit Strength:29

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 damage roll that rolls a natural 6, roll another dice to damage. Do not roll again if these extra dice themselves roll 6s.
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.
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.
Individual	This rule is explained on page 42.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Lifefeech (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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
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.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.