

ORCS: CORCS

2300 / 2300 (Valid)

1st BATTALION

Krudger on Winged Slasher									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	12	18+	5	[285]
★ Special Rules: Crushing Strength (3), Fly, Inspiring									
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									
Champion Hero (Cav)	8	3+	-	5+	1	4	12+	3	[140]
Manticore									15
★ Special Rules: Crushing Strength (2), Individual, Inspiring, Hellforged Weapons									
Ax									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	4+	-	5+	4	25	24+	2	[205]
★ Special Rules: Crushing Strength (1) Traits: Orc									
Core Hvy Inf Regiment	5	4+	-	5+	2	12	15+	2	[120]
★ Special Rules: Crushing Strength (1) Traits: Orc									
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									
Orclings									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11+	1	[65]
★ Special Rules: Height (1), Stealthy									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11+	1	[65]
★ Special Rules: Height (1), Stealthy									
Gore Riders									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	15+	3	[205]
🏹 Dwarfen Ale									10
★ Special Rules: Crushing Strength (1), Thunderous Charge (1), Headstrong Traits: Orc									
Fight Wagons									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	7	3+	-	5+	2	20	16+	4	[215]
★ Special Rules: Brutal (1), Crushing Strength (1), Fearless Traits: Orc									
Orc Chariots									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	3+	-	5+	2	15	16+	4	[200]
★ Special Rules: Brutal (1), Crushing Strength (1), Thunderous Charge (2) Traits: Orc									
Ambarox [2]									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	4+	5+	4+	2	3	12+	4	[100]
☼ Energy Blast (36", Blast(D3), Piercing(1))									
★ Special Rules: Height (4)									
War Drum [2]									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	4+	-	4+	2	3	11+	2	[100]
★ Special Rules: Crushing Strength (1), Dread, Fearless, Height (2), Rallying Traits: Orc									

Slots: Aux 2/5 | Specialist 2/5 | Support 2/3 | Commanders 3/3

Total Units:	14	Total Unit Strength:	30
Total Points:	[2300]		
Artefacts Points:	[10]	Inspiring Units:	3
Average Defense:	4.58	Ranged Shots	3

Command Orders

Rule	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 & Custom Rules

Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
Dread	While within 6" of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
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.
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.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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.

Artefacts

Artefact	Description
Dwarfen Ale	The unit gains the Headstrong special rule.