



## Riftforged Orcs [1995]

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

Riftforged Legionaries Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [290]	5	3+	-	5+	4	25	21/23	2	[250]
Brew of Strength									[40]
<i>Special Rules: Crushing Strength(2) Keywords: Riftforged</i>									

Storm Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [240]	7	4+	-	5+	1	D6 + 8	18/20	6	[240]
Giant Cleaver									[0]
Wind Blast (6)									[0]
<i>Special Rules: Brutal, Cloak of Death, Crushing Strength(4), Strider, Slayer(Melee D6) Keywords: Giant, Riftforged</i>									
1 Spellcaster 0 [240]	7	4+	-	5+	1	D6 + 8	18/20	6	[240]
Giant Cleaver									[0]
Wind Blast (6)									[0]
<i>Special Rules: Brutal, Cloak of Death, Crushing Strength(4), Strider, Slayer(Melee D6) Keywords: Giant, Riftforged</i>									

Stormforged Shrine [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [190]	5	4+	-	5+	1	8	-/17	4	[190]
Bane Chant (1)									[0]
Lightning Bolt (3)									[0]
Host Shadowbeast (2)									[0]
<i>Special Rules: Aura(Fury), Crushing Strength(1), Inspiring, Anvil of the Rift, Power of the Rift Keywords: Riftforged, Shrine</i>									

Thonaar [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	8	3+	-	5+	0	6	14/16	3	[170]
<i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck Keywords: Riftforged</i>									

[F] Riftforged Legionaries (The Iron Boots) [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	3+	-	5+	3	12	15/17	2	[155]
<i>Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots</i>									

[F] Riftforged Legionaries (The Iron Boots) [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	3+	-	5+	3	12	15/17	2	[155]
<i>Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots</i>									

[F] Reborn Legionaries (The Iron Boots)* [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [205]	5	3+	-	5+	3	12	16/18	2	[205]
<i>Special Rules: Aura(Wild Charge (D3 - Orc only)), Crushing Strength(2), Inspiring Keywords: Riftforged, The Iron Boots</i>									

Total Units: 10  
Total Primary Core Points: 1995 (100.0%)

Total Unit Strength: 22

Custom Rule	Description
Thunderstruck	Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn.
Anvil of the Rift	After successfully casting Bane Chant or Host Shadowbeast, the Stormforged Shrine may choose to cast either spell again with 1 less die on another appropriate Riftforged unit within 12" regardless of Line of Sight. This may continue until a casting is failed, no unit may be targeted twice with the same spell.
Power of the Rift	For each other friendly core Riftforged unit within 6", increase the amount of dice rolled with Bane Chant, Host

Special Rule	Description
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Stormstrike	Any natural rolls of 6 to hit are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	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.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Wind Blast</b> Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.