


**Orcs [1995]**

<b>Morax Heavy Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Regiment (20) [180]</b>	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords: Berserker, Orc</b>									
<b>Regiment (20) [180]</b>	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords: Berserker, Orc</b>									

<b>Greatax Heavy Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Regiment (20) [155]</b>	5	3+	-	4+	3	12	14/16	2	[150]
Orcish Skullpole <i>Special Rules: Crushing Strength(2), Orcish Skullpole</i> <b>Keywords: Orc</b>									

<b>Skulks* Heavy Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Troop (10) [100]</b>	5	4+	5+	3+	1	8	9/11	2	[85]
Skulk Raiders Shortbows (18", Steady Aim) <i>Special Rules: Crushing Strength(1), Scout, Pathfinder</i> <b>Keywords: Orc, Tracker</b>									

<b>Trolls Large Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Horde (6) [190]</b>	6	4+	-	5+	3	18	14/17	3	[190]
<i>Special Rules: Crushing Strength(2), Regeneration(5+)</i> <b>Keywords: Troll</b>									
<b>Horde (6) [190]</b>	6	4+	-	5+	3	18	14/17	3	[190]
<i>Special Rules: Crushing Strength(2), Regeneration(5+)</i> <b>Keywords: Troll</b>									

<b>Gore Riders Cavalry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Regiment (10) [185]</b>	8	3+	-	5+	3	16	13/15	3	[185]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1)</i> <b>Keywords: Orc</b>									

<b>War Drum Monster</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [95]</b>	5	4+	-	4+	1	3	-/11	2	[80]
Upgrade the unit with Dread <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only), Dread</i> <b>Keywords: Orc, Shrine</b>									

<b>Krudger Hero (Cavalry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [135]</b>	8	3+	-	5+	0	5	12/14	3	[95]
Gore Orcish Skullpole <i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Orcish Skullpole</i> <b>Keywords: Orc</b>									

<b>Godspeaker Hero (Heavy Infantry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 Spellcaster 1 [165]</b>	5	4+	-	4+	0	1	10/12	2	[70]
Fireball (7) [0] Bane Chant (2) [20] Heal (2) [15] Drain Life (4) [20] Hex (2) [10] Bloodboil (0) [30] <i>Special Rules: Crushing Strength(1), Individual, Tribal Magic</i> <b>Keywords: Orc</b>									

<b>Troll Bruiser Hero (Large Infantry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [110]</b>	6	3+	-	5+	1	5	12/15	3	[110]
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+)</i> <b>Keywords: Troll</b>									

Krudger on Winged Slasher Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [310] The Scrying Gem <i>Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble</i> <b>Keywords: Draconic, Orc</b>	10	3+	-	5+	1	10	17/19	6	[285] [25]

**Total Units:** 12      **Total Unit Strength:** 22  
**Total Primary Core Points:** 1995 (100.0%)

Custom Rule	Description
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword 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 three.
Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, 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.
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. 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 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.
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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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).

**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>Drain Life</b> Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Hex</b> 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.	
<b>Bloodboil[1]</b> Range: 12" Enemy	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit.	Piercing(1), Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.