

List Valid.

Riftforged Orcs [2300]

Morax							Heavy Infantry		
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Regiment (20) [175]	5	3+	–	4+	3	20	–/15	2	175
★ Special Rules: Crushing Strength(1), Wild Charge(D3)									
Keywords: Berserker, Orc									
— Regiment (20) [175]	5	3+	–	4+	3	20	–/15	2	175
★ Special Rules: Crushing Strength(1), Wild Charge(D3)									
Keywords: Berserker, Orc									
— Regiment (20) [175]	5	3+	–	4+	3	20	–/15	2	175
★ Special Rules: Crushing Strength(1), Wild Charge(D3)									
Keywords: Berserker, Orc									

Riftwalkers*							Heavy Infantry		
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Troop (10) [120]	7	4+	–	5+	1	10	–/12	2	120
★ Special Rules: Crushing Strength(1), Fly, Nimble, Strider									
Keywords: Riftforged									
— Troop (10) [120]	7	4+	–	5+	1	10	–/12	2	120
★ Special Rules: Crushing Strength(1), Fly, Nimble, Strider									
Keywords: Riftforged									

Thunderseers							Monstrous Infantry		
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Horde (6) [280]	6	3+	–	5+	3	30	15/17	3	225
Visions from the Rift									10
🏆 Brew of Sharpness									45
★ Special Rules: Crushing Strength(1), Pathfinder, Spellward, Visions from the Rift									
Keywords: Cyclops, Riftforged									
— Horde (6) [265]	6	4+	–	5+	3	30	15/17	3	225
Visions from the Rift									10
🏆 Blessing of the Gods									30
★ Special Rules: Crushing Strength(1), Pathfinder, Spellward, Visions from the Rift, Elite									
Keywords: Cyclops, Riftforged									

Tundra Wolves*							Cavalry		
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— Troop (5) [115]	9	3+	–	4+	1	9	10/12	2	115

★ Special Rules: Nimble, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
— Troop (5) [115]	9	3+	–	4+	1	9	10/12	2	115
★ Special Rules: Nimble, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
Stormforged Shrine [1]									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 [190]	5	4+	–	5+	1	8	–/17	4	190
⚡ Bane Chant (1)									0
⚡ Lightning Bolt (3)									0
⚡ Host Shadowbeast (4)									0
★ Special Rules: Aura(Fury), Crushing Strength(1), Inspiring, Anvil of the Rift, Power of the Rift Keywords: Riftforged, Shrine									
Stormcaller									Hero (Heavy Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 Spellcaster 2 [105]	5	4+	–	5+	0	1	11/13	2	85
⚡ Lightning Bolt (4)									0
⚡ Bane Chant (2)									20
★ Special Rules: Crushing Strength(1), Individual Keywords: Riftforged									
Thonaar [1]									Hero (Cavalry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 [170]	8	3+	–	5+	0	6	14/16	3	170
★ Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck Keywords: Riftforged									
Stormbringer on Winged Slasher									Hero (Titan)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
— 1 [295]	10	3+	4+	5+	1	10	17/19	6	295
◎ Stormbreath (12", Steady Aim) ★ Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble Keywords: Draconic, Riftforged									

Total Units:	13	Total Unit Strength:	21
Total Primary Core Points:	2300		
	(100.0%)		
Artefacts Points:	75		
Troops & Irregulars:	4		
Regiments:	3		
Large Infantry Hordes:	2		
Titans:	1		

Titans:

1

Heros:

3

Slots: Any(3), Hero Only(0), War Engine Only(0), Monster/Titan Only(0), Large+ Horde Unlocks(4), Large+ Legion Unlocks(0),

Special Rules

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 Shadowbeast, Lightning Bolt by 1 to a maximum bonus of +3

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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 page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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.
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.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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

Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.

Spells

Spell	Range	Targets	Description	★ Special Rules
Bane Chant	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.	
Lightning Bolt	24"	Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Host Shadowbeast	12"	Friendly, Self, CC	May only target a friendly unit with the Individual special rule. For each hit scored, the target unit gains +1 attacks when attacking in Melee for the rest of the Turn. Multiple, subsequent castings from different sources are not cumulative.	

Artefacts

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.