

Adepticon Orcs

2300 / 2300 VALID

Orcs [2300]

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

Gore Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [195] Banner of Eternal Darkness <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Mindthirst Keywords: Orc</i>	8	3+	-	5+	3	16	13/15	3	[185] [10]
Regiment (10) [185] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Orc</i>	8	3+	-	5+	3	16	13/15	3	[185]

Orclings* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [60] <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]
Regiment (3) [60] <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]
Regiment (3) [60] <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]
Regiment (3) [60] <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]

War Drum Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95] Upgrade the unit with Dread <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only), Dread Keywords: Orc, Shrine</i>	5	4+	-	4+	1	3	-/11	2	[80] [15]
1 [95] Upgrade the unit with Dread <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only), Dread Keywords: Orc, Shrine</i>	5	4+	-	4+	1	3	-/11	2	[80] [15]

Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]

Krusher Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] Gore Blade of Slashing <i>Special Rules: Crushing Strength(2), Individual Keywords: Orc</i>	8	3+	-	5+	0	3	10/12	3	[50] [25] [5]

Godspeaker Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [90] Amulet of the Fireheart Bane Chant (2) Hex (2) <i>Special Rules: Crushing Strength(1), Individual, Tribal Magic Keywords: Orc</i>	5	4+	-	4+	0	1	10/12	2	[70] [10] [0] [10]

Morax Mansplitter Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115] Gnome-Glass Shield Throwing Ax (12", Att: 1, Piercing(1)) Special Rules: Aura(Thunderous Charge (1) - Berserker only),Crushing Strength(1),Individual, Inspiring, Wild Charge(D3) Keywords: Berserker, Orc	5	3+	4+	4+	0	6	-/14	2	[105] [10]

Wip the Outcast [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [105] Heal (2) Hex (2) Lightning Bolt (3) Weakness (2) Special Rules: Individual, Inspiring, Wip's Tribal Magic Keywords: Outcast	6	5+	-	4+	0	1	11/13	2	[105] [0] [0] [0] [0]

Total Units: 18 **Total Unit Strength:** 28
Total Primary Core Points: 2300 (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.
Wip's Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde, Heavy Infantry Legion or unit of Wip's Playmates within 6", increase the amount of dice rolled with Heal, Hex, Lightning Bolt and Weakness 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. 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.
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.
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 6inches 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.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.

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.

Spell	Description	Special Rules
Bane Chant 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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Hex 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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Weakness Range: 24" Enemy, CC	Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Banner of Eternal Darkness	The unit gains the Mindthirst special rule.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.