

Vilmont Orc Adepticlash.

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]
Regiment (20) [175] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Orc</i>	5	3+	-	4+	3	20	-/15	2	[175]

Greatax Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [265] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2) Keywords: Orc</i>	5	3+	-	4+	4	25	21/23	2	[250] [15]

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

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]
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]

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

Ulpgar the Mad [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [120] Bane Chant (3) Fireball (7) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Ulpgar's Mad Magic, Magic of The Bloody Knife Tribe Keywords: Orc, Prophet</i>	5	4+	-	4+	0	1	-/12	2	[120] [0] [0]

Gakamak [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [220] <i>Special Rules: Crushing Strength(3), Fury, Individual, Mighty, Very Inspiring, Vicious(Melee) Keywords: Orc</i>	8	2+	-	5+	0	7	14/16	3	[220]

Total Units: 13
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 25

Custom Rule	Description
Ulpgar's Mad Magic	For each friendly core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6" of Ulpgar, increase the amount of dice rolled with Bane Chant and Fireball by 1, to a maximum bonus of +11.
Magic of The Bloody Knife Tribe	For each successful hit with Bane Chant, the target unit gains Lifeleech (+1) to a maximum of +3, until the start of the next turn.

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.
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.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Artefact	Description	
Pipes of Terror	This unit gains the Brutal special rule.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	