

Orc prickly pear

2300 / 2300 VALID

Orcs [2300]

Longax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [150] <i>Special Rules: Crushing Strength(1),Phalanx</i> Keywords: Orc	5	4+	-	5+	3	15	13/15	2	[150]
Hv Inf Regiment [150] <i>Special Rules: Crushing Strength(1),Phalanx</i> Keywords: Orc	5	4+	-	5+	3	15	13/15	2	[150]
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Hv Inf Regiment [150] <i>Special Rules: Crushing Strength(1),Phalanx</i> Keywords: Orc	5	4+	-	5+	3	15	13/15	2	[150]

Ax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [130] <i>Special Rules: Crushing Strength(1)</i> Keywords: Orc	5	4+	-	5+	3	12	13/15	2	[130]
Hv Inf Regiment [130] <i>Special Rules: Crushing Strength(1)</i> Keywords: Orc	5	4+	-	5+	3	12	13/15	2	[130]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [205] Dwarven Ale <i>Special Rules: Crushing Strength(2),Regeneration(5+),Headstrong</i> Keywords: Troll	6	4+	-	5+	3	18	14/17	3	[190] [15]

Gore Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [190] Staying Stone <i>Special Rules: Crushing Strength(1),Thunderous Charge(1)</i> Keywords: Orc	8	3+	-	5+	3	16	14/15	3	[185] [5]

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

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6)</i> Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6)</i> Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6)</i> Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [50] <i>Special Rules: Crushing Strength(1),Individual, Very Inspiring, Strength in Numbers</i> Keywords: Orc	5	4+	-	4+	0	1	9/11	2	[50]
Hero (Hv Inf) 1 [50] <i>Special Rules: Crushing Strength(1),Individual, Very Inspiring, Strength in Numbers</i> Keywords: Orc	5	4+	-	4+	0	1	9/11	2	[50]

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

Total Units: 16
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 33

Custom Rule	Description
Strength in Numbers	The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non- Individual Friendly Heavy Infantry Units within 6" of the Flagger.

Special Rule	Description
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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).
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).

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Dwarven Ale	The unit gains the Headstrong special rule.