



ORCS

EVIL

Morax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									

Ax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	13/15	[130]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	5	2	3	12	13/15	[130]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	5	2	3	12	13/15	[130]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	5	2	3	12	13/15	[130]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	5	2	3	12	13/15	[130]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	5	2	3	12	13/15	[130]
Crushing Strength (1) Keywords: Orc									

Greatax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	[250]
Crushing Strength (2) Keywords: Orc									
Horde(40)	5	3	-	4	2	4	25	21/23	[250]
Crushing Strength (2) Keywords: Orc									

War Drum

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	1	3	-/11	[80]
Crushing Strength (1), Rallying (2 - Orc only) Keywords: Orc, Shrine									
1	5	4	-	4	2	1	3	-/11	[80]
Crushing Strength (1), Rallying (2 - Orc only) Keywords: Orc, Shrine									

Troll Bruiser										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	12/15	[110]	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+)										
Keywords: Troll										
1	6	3	-	5	3	1	5	12/15	[110]	
Crushing Strength (2), Inspiring, Nimble, Regeneration (5+)										
Keywords: Troll										
Morax Mansplitter										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	4	4	2	0	6	-/14	105	
Gnome-Glass Shield										
10										
[115]										
Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Inspiring, Wild Charge (D3)										
Throwing Ax (12", Att: 1, Piercing (1))										
Keywords: Berserker, Orc										

Total Unit Strength: 39
Total Core: 2300 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

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.
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.
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 <i>Inspiring</i> 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.
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 <i>Rallying</i> are in range.
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.
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 <i>Crushing Strength</i> (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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.