

# Riftforge Counter Strike

2300 / 2300 VALID

## Riftforged Orcs [2300]

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

Unforged Orcs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde (40) [240] Crystal Pendant of Retribution <i>Special Rules: Crushing Strength(1) Keywords: Orc</i>	5	4+	-	4+	4	25	20/22	2	[190] [50]
Hv Inf Horde (40) [205] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1) Keywords: Orc</i>	5	4+	-	4+	4	25	20/22	2	[190] [15]

Tundra Wolves*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [195] Helm of the Drunken Ram <i>Special Rules: Nimble, Thunderous Charge(2) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180] [15]
Cav Regiment (10) [180] <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180]

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [265] <i>Special Rules: Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) Keywords: Manticore, Riftforged</i>	10	3+	-	5+	3	18	15/17	4	[265]

Orclings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Horde (6) [100] <i>Keywords: Orcling</i>	5	5+	-	3+	1	24	13/15	1	[100]

Stormforged Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 2 [190] Bane Chant (1) Lightning Bolt (3) Host Shadowbeast (2) <i>Special Rules: Aura(Fury), Crushing Strength(1), Inspiring, Anvil of the Rift, Power of the Rift Keywords: Riftforged, Shrine</i>	5	4+	-	5+	1	8	-/17	4	[190] [0] [0] [0]

Stormbringer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [100] <i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty Keywords: Riftforged</i>	5	3+	-	5+	0	5	13/15	2	[100]

Riftforger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [80] Gain Stormstrike Barkskin[1](5) <i>Special Rules: Crushing Strength(2), Individual, Arcane Smithy, Stormstrike Keywords: Riftforged</i>	5	3+	-	5+	0	3	10/12	2	[50] [5] [25]
Hero (Hv Inf) 1 Spellcaster 3 [100] Gain Stormstrike Knowledgable[1] Celestial Restoration[1](3) <i>Special Rules: Crushing Strength(2), Individual, Arcane Smithy, Stormstrike Keywords: Riftforged</i>	5	3+	-	5+	0	3	10/12	2	[50] [5] [10] [35]
Hero (Cav) 1 Spellcaster 2 [120] Mount Inspiring Talisman Bane Chant (2) <i>Special Rules: Crushing Strength(2), Individual, Arcane Smithy, Inspiring Keywords: Riftforged</i>	8	3+	-	5+	0	3	10/12	3	[50] [25] [20] [25]

Total Units:

14

Total Unit Strength:

28

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Arcane Smithy	This unit may cast their Bane Chant or Host Shadow Beast spell while engaged with an enemy unit, even if the Riffforger was issued a Charge order this turn. If they do so, they may only target Friendly Core units engaged with the same enemy as themselves, regardless of Line of Sight. The Riffforger itself is also a valid target for either spell when cast in this way.
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 Riffforged unit within 12" regardless of Line of Sight or Arc. 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 Riffforged 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. 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.
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. This includes Difficult Terrain the unit started in. 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.
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.
Lifeflech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeflech has a maximum total of 3.
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. 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.
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.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Bane Chant	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1).	

Range: 12"  
Friendly, CC

This effect only applies once – multiple castings on the same target have no additional effect.

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**Lightning Bolt**

Range: 24"  
Enemy

Roll to damage the enemy as normal.

Piercing(1), Hits on a 5+ against units in Cover.

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**Celestial Restoration [1]**

Range: 36"  
Friendly, CC

For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.

Indirect

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**Barkskin [1]**

Range: 12"  
Friendly, Self, CC

Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.

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**Host Shadowbeast**

Range: 12"  
Friendly Individuals or Self (individuals only),CC

If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.

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**Artefact**

**Description**

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**Helm of the Drunken Ram**

The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.

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**Sir Jesse's Boots of Striding**

Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

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**Inspiring Talisman**

The unit gains the Inspiring special rule.

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**Crystal Pendent of Retribution**

When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.