

 Orcs [2300]

[CowledGoddess] Morax Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (20) [200]</b> Orcish Skullpole Blessing of the Gods <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Orcish Skullpole, Elite</i> <b>Keywords: Berserker, Orc</b>	5	3+	-	4+	3	20	-/15	2	[175] [5] [20]
<b>Regiment (20) [180]</b> Orcish Skullpole <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords: Berserker, Orc</b>	5	3+	-	4+	3	20	-/15	2	[175] [5]
<b>Regiment (20) [180]</b> Orcish Skullpole <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords: Berserker, Orc</b>	5	3+	-	4+	3	20	-/15	2	[175] [5]

Ax Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Troop (10) [85]</b> <i>Special Rules: Crushing Strength(1)</i> <b>Keywords: Orc</b>	5	4+	-	5+	1	10	9/11	2	[85]
<b>Regiment (20) [130]</b> <i>Special Rules: Crushing Strength(1)</i> <b>Keywords: Orc</b>	5	4+	-	5+	3	12	13/15	2	[130]
<b>Regiment (20) [130]</b> <i>Special Rules: Crushing Strength(1)</i> <b>Keywords: Orc</b>	5	4+	-	5+	3	12	13/15	2	[130]

[The Impaled (Green)] Greatax Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Horde (40) [270]</b> Orcish Skullpole Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2), Orcish Skullpole</i> <b>Keywords: Orc</b>	5	3+	-	4+	4	25	21/23	2	[250] [5] [15]
<b>Horde (40) [255]</b> Orcish Skullpole <i>Special Rules: Crushing Strength(2), Orcish Skullpole</i> <b>Keywords: Orc</b>	5	3+	-	4+	4	25	21/23	2	[250] [5]
<b>Horde (40) [255]</b> Orcish Skullpole <i>Special Rules: Crushing Strength(2), Orcish Skullpole</i> <b>Keywords: Orc</b>	5	3+	-	4+	4	25	21/23	2	[250] [5]

Orclings* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Regiment (3) [60]</b> <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]
<b>Regiment (3) [60]</b> <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
<b>1 [80]</b> <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only)</i> <b>Keywords: Orc, Shrine</b>	5	4+	-	4+	1	3	-/11	2	[80]
<b>1 [80]</b> <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only)</i> <b>Keywords: Orc, Shrine</b>	5	4+	-	4+	1	3	-/11	2	[80]

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

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

**Total Units:**  
**Total Primary Core Points:**

16  
2300 (100.0%)

**Total Unit Strength:**

34

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Orcish Skullpole	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Brutal special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
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.
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.
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
Artefact	Description	
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.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Blessing of the Gods	The unit gains the Elite special rule.	