

 Orcs [2300]

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[SkullThrone(banner)] Hv Inf Regiment [180] Orcish Skullpole Special Rules: <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> Keywords: <i>Berserker, Orc</i>	5	3+	-	4+	3	20	-/15	2	[175]
[WolfWoman(banner)] Hv Inf Regiment [180] Orcish Skullpole Special Rules: <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> Keywords: <i>Berserker, Orc</i>	5	3+	-	4+	3	20	-/15	2	[175]

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

Greatax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[TheBurned(RedBanner)] Hv Inf Horde [255] Orcish Skullpole Special Rules: <i>Crushing Strength(2), Orcish Skullpole</i> Keywords: <i>Orc</i>	5	3+	-	4+	4	25	21/23	2	[250]
[TheImpaled(GreenBanner)] Hv Inf Horde [270] Orcish Skullpole Sir Jesse's Boots of Striding Special Rules: <i>Crushing Strength(2), Orcish Skullpole</i> Keywords: <i>Orc</i>	5	3+	-	4+	4	25	21/23	2	[250]

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

Krudger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[GeneralPointy] Hero (Hv Inf) 1 [105] Gakamak's Bloody Banner Special Rules: <i>Crushing Strength(2), Individual, Inspiring, Mighty, Aura(Wild Charge (+1) - Heavy Infantry only)</i> Keywords: <i>Orc</i>	5	3+	-	5+	0	5	12/14	2	[95]

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[SkullBanner] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: <i>Crushing Strength(1), Individual, Very Inspiring, Strength in Numbers</i> Keywords: <i>Orc</i>	5	4+	-	4+	0	1	9/11	2	[50]

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

Krudger on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [285] Special Rules: <i>Crushing Strength(3), Fly, Fury, Inspiring, Nimble</i> Keywords: <i>Draconic, Orc</i>	10	3+	-	5+	2	10	17/19	6	[285]
Hero (Titan) 1 [285] Special Rules: <i>Crushing Strength(3), Fly, Fury, Inspiring, Nimble</i> Keywords: <i>Draconic, Orc</i>	10	3+	-	5+	2	10	17/19	6	[285]

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

26

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
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.
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.
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.
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.
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).
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.

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.	

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.

Lute of Insatiable Darkness

The unit gains the Bane Chant (2) spell.