

Riftforged Orcs 2300 Hoosier Tournament

2300 / 2300 VALID



Riftforged Orcs [2300]

Skulks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85] Shortbows (18", Steady Aim) <i>Special Rules:</i> Crushing Strength(1), Scout Keywords: Orc, Tracker	5	5+	5+	3+	1	8	9/11	2	[85]
Hv Inf Troop [85] Shortbows (18", Steady Aim) <i>Special Rules:</i> Crushing Strength(1), Scout Keywords: Orc, Tracker	5	5+	5+	3+	1	8	9/11	2	[85]

Riftforged Legionaries	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [265] Sir Jesse's Boots of Striding <i>Special Rules:</i> Crushing Strength(1) Keywords: Riftforged	5	3+	-	5+	4	25	21/23	2	[250] [15]
Hv Inf Horde [255] Healing Brew <i>Special Rules:</i> Crushing Strength(1) Keywords: Riftforged	5	3+	-	5+	4	25	21/23	2	[250] [5]

Reborn Legionaries*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [120] <i>Special Rules:</i> Crushing Strength(2), Inspiring Keywords: Riftforged	5	3+	-	5+	1	10	11/13	2	[120]

Riftwalkers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [120] <i>Special Rules:</i> Crushing Strength(1), Fly, Nimble, Strider Keywords: Riftforged	7	4+	-	5+	1	10	-/12	2	[120]

Thunderseers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [250] Visions from the Rift Dwarven Ale <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Spellward, Redeploy, Headstrong Keywords: Cyclops, Riftforged	6	4+	-	5+	3	30	15/17	3	[225] [10] [15]

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [160] <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) Keywords: Manticore, Riftforged	10	3+	-	5+	2	9	12/14	4	[160]

Storm Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [240] Giant Cleaver Wind Blast (6) <i>Special Rules:</i> Brutal, Cloak of Death, Crushing Strength(4), Strider, Slayer(Melee D6) Keywords: Giant, Riftforged	7	4+	-	5+	2	D6 + 8	18/20	6	[240] [0] [0]

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:</i> Aura(Fury), Crushing Strength(1), Inspiring, Spellward, Anvil of the Rift, Power of the Rift Keywords: Riftforged, Shrine	5	4+	-	5+	2	8	-/17	4	[190] [0] [0] [0]

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [65] Talisman of Silence Mind Fog (2) <i>Special Rules:</i> Crushing Strength(1), Individual, Very Inspiring, Strength in Numbers Keywords: Orc	5	4+	-	4+	0	1	9/11	2	[50] [15]

Thonaar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [170] <i>Special Rules:</i> Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck Keywords: Riftforged	8	3+	-	5+	0	6	14/16	3	[170]

Stormbringer on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [295] Stormbreath (12", Steady Aim) Special Rules: <i>Crushing Strength(3), Fly, Fury, Inspiring, Nimble</i> Keywords: <i>Draconic, Riffforged</i>	10	3+	4+	5+	2	10	17/19	6	[295]

Total Units: 13 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Thunderstruck	Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn.
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
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.
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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 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.
Lifeleech	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. Lifeleech 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.

Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Redeploy	After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stormstrike	Any natural rolls of 6 to hit in melee are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
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).

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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
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.	

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Dwarven Ale	The unit gains the Headstrong special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

