

1st Battalion

Stormbringer on Helstrike Manticore	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Boss Hog] Warlord Hero (Lrg Cav)	10	3+	-	5+	2	5	15	4	[205]
Blade of Slashing									[5]
Special Rules: <i>Brutal(1),Crushing Strength(2),Fly, Inspiring, Lifeleech(1)</i>									

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Da Feetz] Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[150]
Inspiring Talisman									[30]
Celestial Restoration(3)									[35]
Special Rules: <i>Crushing Strength(1),Individual, Yielding, Inspiring, Power of the Horde</i> Traits: <i>Spellcaster</i>									

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Da Footz] Champion Hero (Inf)	5	3+	-	5+	1	4	12	2	[125]
Special Rules: <i>Crushing Strength(2),Individual, Inspiring, Hellforged Weapons</i>									

Morax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: <i>Crushing Strength(1),Fearless, Wild Charge(D3)</i> Traits: <i>Orc</i>									
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: <i>Crushing Strength(1),Fearless, Wild Charge(D3)</i> Traits: <i>Orc</i>									

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Black Orc 1] Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									
[Black Orc 2] Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									
[Black Orc 3] Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[230]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[When Hogs Fly 1] Specialist Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[250]
Special Rules: <i>Brutal(1),Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)</i> Traits: <i>Forged</i>									
[Flying Piggies] Specialist Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[250]
Special Rules: <i>Brutal(1),Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)</i> Traits: <i>Forged</i>									

Ambarox [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	5	4+	5+	4+	2	3	12	4	[100]
Energy Blast (36", Blast (D3),Piercing (1))									
Special Rules: <i>Height(4)</i>									
Support Mon	5	4+	5+	4+	2	3	12	4	[100]
Energy Blast (36", Blast (D3),Piercing (1))									
Special Rules: <i>Height(4)</i>									

War Drum [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Da Drumz] Support Mon	5	4+	-	4+	2	3	11	2	[100]
Special Rules: <i>Crushing Strength(1),Dread, Fearless, Height(2),Rallying</i> Traits: <i>Orc</i>									

Total Units: 13 **Total Unit Strength:** 30
Total Points: 2300

Command Order	Target	Description
Green Rage	5	Units with the Orc or Forged Traits only. When this unit attacks in a Combat this Turn, for each successful hit that rolls a natural 6, those hits are doubled, before rolling to damage (in effect they have Blast (2)).
Up and at 'em	4	Units with the Orc Trait only. The unit gains the Wild Charge (n) special rule where n is the number of successful dice rolled to issue this order.

Special Rule	Description
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Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Dread	While within 6" of this unit, enemy units have -1 to their Nerve value, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Hellforged Weapons	If this unit attempts to issue the Green Rage Command Order, it may roll 3D6 instead of the normal 2.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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 (n)	When this unit completes its to-hit and to-damage rolls in 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).
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Power of the Horde	For each friendly unit with the Orc Trait within 6" of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of +3.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Inspiring Talisman	The hero gains the Inspiring special rule.