

## 1st Battalion

Thonaar [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	6	16	3	[190]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Storm Strike</i>									

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[200]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Scorched Earth(3)									[30]
Veil of Shadows(4)									[35]
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Yielding, Inspiring, Power of the Horde</i> <b>Traits:</b> <i>Spellcaster</i>									

Ax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	4+	-	5+	4	25	24	2	[210]
Liliana's Tear									[5]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Traits:</b> <i>Orc</i>									
Core Hvy Inf Horde	5	4+	-	5+	4	25	24	2	[205]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Traits:</b> <i>Orc</i>									

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

## 2nd Battalion

Vohdler [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon Inf)	6	4+	-	5+	2	9	14	3	[170]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Pathfinder, Spellward, Visions from the Grand Seer</i>									

Gore Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[210]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Traits:</b> <i>Orc</i>									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Traits:</b> <i>Orc</i>									

**Total Units:** 11  
**Total Points:** 2300

**Total Unit Strength:** 33

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
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.
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.

Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.
Storm Strike	If Thonaar successfully issues the Green Rage Command Order, hits that are natural rolls of 5 and 6 both double instead of the normal 6 for the target unit.
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.
Visions from the Grand Seer	After Deployment and all Scout moves, move one friendly unit anywhere wholly within the friendly deployment zone. If both players have this ability, remove all such units and then take it in turns to redeploy them, starting with the player that finished their normal deployment first.
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
<b>Bane Chant</b> Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
<b>Scorched Earth</b> Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
<b>Veil of Shadows</b> Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

Artefact	Description
Liliana's Tear	The unit is not affected by the Dread, Shattering, or Brutal special rules.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Inspiring Talisman	The hero gains the Inspiring special rule.