


Riffforged Orcs [1995]

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

Unforged Orcs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [115]	5	4+	-	4+	3	12	13/15	2	[115]
<i>Special Rules: Crushing Strength(1) Keywords: Orc</i>									
Hv Inf Regiment [115]	5	4+	-	4+	3	12	13/15	2	[115]
<i>Special Rules: Crushing Strength(1) Keywords: Orc</i>									
Hv Inf Regiment [115]	5	4+	-	4+	3	12	13/15	2	[115]
<i>Special Rules: Crushing Strength(1) Keywords: Orc</i>									
Hv Inf Horde [190]	5	4+	-	4+	4	25	20/22	2	[190]
<i>Special Rules: Crushing Strength(1) Keywords: Orc</i>									

Riffforged Legionaries	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [250]	5	3+	-	5+	4	25	21/23	2	[250]
<i>Special Rules: Crushing Strength(1) Keywords: Riffforged</i>									

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

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

Stormforged Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 2 [190]	5	4+	-	5+	2	8	-/17	4	[190]
Bane Chant (1) [0]									
Lightning Bolt (3) [0]									
Host Shadowbeast (2) [0]									
<i>Special Rules: Aura(Fury), Crushing Strength(1), Inspiring, Spellward, Anvil of the Rift, Power of the Rift Keywords: Riffforged, Shrine</i>									

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [75]	5	4+	-	4+	0	1	9/11	2	[50]
Shroud of the Saint [25]									
Heal (3)									
<i>Special Rules: Crushing Strength(1), Individual, Very Inspiring, Strength in Numbers Keywords: Orc</i>									

Godspeaker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 1 [70]	5	4+	-	4+	0	1	10/12	2	[25]
Gnome-Glass Shield [10]									
Heal (2) [35]									
<i>Special Rules: Crushing Strength(1), Individual, Tribal Magic Keywords: Orc</i>									
Hero (Hv Inf) 1 Spellcaster 1 [60]	5	4+	-	4+	0	1	10/12	2	[25]
Heal (2) [35]									
<i>Special Rules: Crushing Strength(1), Individual, Tribal Magic Keywords: Orc</i>									

Total Units:

14

Total Unit Strength:

28

Total Primary Core Points:

1995 (100.0%)

Custom Rule	Description
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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 Rifforged 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 Rifforged 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.
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword 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 three.

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.
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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt	Roll to damage the enemy as normal.	Piercing(1), Hits

Range: 24"
Enemy

on a 5+ against
units in Cover.

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
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.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.