



ORCS

EVIL

Morax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	20	-15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									
Regiment(20)	5	3	-	4	2	3	20	-15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									

Longax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	15	13/15	[155]
Crushing Strength (1), Phalanx Keywords: Orc									

Gore Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	13/15	190
Staying Stone									5
Crushing Strength (1), Thunderous Charge (1)									[195]
Keywords: Orc									
Regiment(10)	8	3	-	5	3	3	16	13/15	[190]
Crushing Strength (1), Thunderous Charge (1)									
Keywords: Orc									
Regiment(10)	8	3	-	5	3	3	16	13/15	[190]
Crushing Strength (1), Thunderous Charge (1)									
Keywords: Orc									

Gore Chariots

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	3	-	5	3	2	12	14/16	[190]

Giant

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	18/20	[225]
Brutal, Crushing Strength (4), Fury, Slayer (Melee - D6), Strider Keywords: Giant									
1	7	4	-	5	6	1	D6+8	18/20	[225]
Brutal, Crushing Strength (4), Fury, Slayer (Melee - D6), Strider Keywords: Giant									

Krudger on Gore Chariot

Hero (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	1	5	13/15	[140]

Crushing Strength (2), Inspiring, Nimble, Thunderous Charge (1)
 Keywords: Orc

Godspeaker

Hero (Hv Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	0	1	10/12	70
Amulet of the Fireheart									10
Bane Chant (2)									20
									[100]
Crushing Strength (1), Individual, Tribal Magic									
Spells: Fireball (7), Bane Chant (2)									
Keywords: Orc									



FORCES OF NATURE

NEUTRAL

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound, Elemental									

Gladewalker Druid

Hero (Hv Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	12/14	90
Surge (8)									
Individual, Inspiring, Nature in Balance, Pathfinder Spells: Heal (4), Surge (8) Keywords: Elemental, Verdant									
									30
									[120]

Total Unit Strength: 26

Total Core: 1960 (85.2%)

Total Ally: 340 (14.8%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Nature in Balance	While within 6" of another friendly Core Elemental unit, this unit can reroll all to-hit rolls of a natural, unmodified 1 with Fireball, Blizzard, Heal, Hex, and Surge spells.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.

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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.