


**Orcs [2300]**

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[HeadsWomanBanner] Hv Inf Regiment [180]	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords:</b> <i>Berserker, Orc</i>									
Hv Inf Regiment [180]	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords:</b> <i>Berserker, Orc</i>									
Hv Inf Regiment [180]	5	3+	-	4+	3	20	-/15	2	[175]
Orcish Skullpole									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> <b>Keywords:</b> <i>Berserker, Orc</i>									

Longax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[RedBurnedWomanBanner] Hv Inf Horde [290]	5	4+	-	5+	4	30	20/22	2	[255]
Orcish Skullpole									[5]
Blessing of the Gods									[30]
<b>Special Rules:</b> <i>Crushing Strength(1), Phalanx, Orcish Skullpole, Elite</i> <b>Keywords:</b> <i>Orc</i>									
Hv Inf Horde [260]	5	4+	-	5+	4	30	20/22	2	[255]
Orcish Skullpole									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Phalanx, Orcish Skullpole</i> <b>Keywords:</b> <i>Orc</i>									
Hv Inf Horde [260]	5	4+	-	5+	4	30	20/22	2	[255]
Orcish Skullpole									[5]
<b>Special Rules:</b> <i>Crushing Strength(1), Phalanx, Orcish Skullpole</i> <b>Keywords:</b> <i>Orc</i>									

Ax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85]	5	4+	-	5+	1	10	9/11	2	[85]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Keywords:</b> <i>Orc</i>									
Hv Inf Troop [85]	5	4+	-	5+	1	10	9/11	2	[85]
<b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Keywords:</b> <i>Orc</i>									

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

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[DarkSkinTroll] Hero (Lrg Inf) 1 [120]	6	3+	-	5+	1	5	12/15	3	[110]
Torc of Dissonance									[10]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									
Hero (Lrg Inf) 1 [110]	6	3+	-	5+	1	5	12/15	3	[110]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									
Hero (Lrg Inf) 1 [110]	6	3+	-	5+	1	5	12/15	3	[110]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+)</i> <b>Keywords:</b> <i>Troll</i>									

Krudger on Gore Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [140]	8	3+	-	5+	1	5	13/15	3	[140]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Orc</i>									
Hero (Cht) 1 [140]	8	3+	-	5+	1	5	13/15	3	[140]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Orc</i>									

Total Units:

15

Total Unit Strength:

30

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.

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.
Orcish Skullpole	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Brutal special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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).
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.
Artefact	Description
Torc of Dissonance	Once per game, at the start of your Ranged phase, choose an enemy unit with a spellcaster tier within 12". Choose one of the spells known to that unit. During the enemy player's following Turn, the unit may not use the chosen spell.
Blessing of the Gods	The unit gains the Elite special rule.