

Riftforged Orcs 2300 Kara WK

2300 / 2300 VALID



Riftforged Orcs [2300]

Skulks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85] Bows (24", Steady Aim) Special Rules: <i>Crushing Strength(1), Scout</i> Keywords: <i>Orc, Tracker</i>	5	5+	5+	3+	1	8	9/11	2	[85]
Hv Inf Troop [85] Bows (24", Steady Aim) Special Rules: <i>Crushing Strength(1), Scout</i> Keywords: <i>Orc, Tracker</i>	5	5+	5+	3+	1	8	9/11	2	[85]

Riftforged Legionaries	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Orc on Rock] Hv Inf Horde [250] Special Rules: <i>Crushing Strength(1)</i> Keywords: <i>Riftforged</i>	5	3+	-	5+	4	25	21/23	2	[250]
[Empty Rock] Hv Inf Horde [255] Healing Brew Special Rules: <i>Crushing Strength(1)</i> Keywords: <i>Riftforged</i>	5	3+	-	5+	4	25	21/23	2	[250] [5]

Reborn Legionaries*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [120] Special Rules: <i>Crushing Strength(2), Inspiring</i> Keywords: <i>Riftforged</i>	5	3+	-	5+	1	10	11/13	2	[120]

Thunderseers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [240] Dwarven Ale Special Rules: <i>Crushing Strength(1), Pathfinder, Spellward, Headstrong</i> Keywords: <i>Cyclops, Riftforged</i>	6	4+	-	5+	3	30	15/17	3	[225] [15]

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [160] Special Rules: <i>Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1)</i> Keywords: <i>Manticore, Riftforged</i>	10	3+	-	5+	2	9	12/14	4	[160]

Orcclings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [60] Keywords: <i>Orcing</i>	5	5+	-	3+	1	12	10/12	1	[60]

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

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

Godspeaker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [105] Ej Periscope Knowledgable[1] Drain Life (4) Veil of Shadows[1](3) Special Rules: <i>Crushing Strength(1), Individual, Tribal Magic</i> Keywords: <i>Orc</i>	5	4+	-	4+	0	1	10/12	3	[25] [5] [10] [35] [30]

Thonaar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [190] Command (White(1)) Special Rules: <i>Command(White(1)), Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck</i> Keywords: <i>Riftforged</i>	8	3+	-	5+	0	6	14/16	3	[170] [20]

Stormbringer on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [320]	10	3+	4+	5+	2	10	17/19	6	[295]
Command (White(1))									[20]
Blade of Slashing									[5]
Stormbreath (12", Steady Aim)									
Special Rules: Command(White(1)),Crushing Strength(3),Fly, Fury, Inspiring, Nimble Keywords: Draconic, Rifforged									

Total Units:

13

Total Unit Strength:

23

Total Primary Core Points:

2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Garkan's Rage	3	Start of Turn	This unit gains the Brutal (+1) Special Rule until the end of the Turn.
Riftcharged	4	Ranged	Unit with the Rifforged Keyword only. This unit gains the Lightning Bolt (4) spell until the end of the Turn.

Custom Rule	Description
Thunderstruck	Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn.
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
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee 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. Lifefeech has a maximum total of 3.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stormstrike	Any natural rolls of 6 to hit in melee are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Bane Chant	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1).	

Range: 12"
Friendly, CC

This effect only applies once – multiple castings on the same target have no additional effect.

Drain Life

Range: 6"
Enemy, CC

Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.

Piercing(1)

Lightning Bolt

Range: 24"
Enemy

Roll to damage the enemy as normal.

Piercing(1), Hits
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.

Veil of Shadows [1]

Range: 0"
Self

If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

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

Blade of Slashing

Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

Ej Periscope

Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.

Healing Brew

Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.

Dwarven Ale

The unit gains the Headstrong special rule.