Orcs - War Kings

2300 / 2300 VALID

1st Battalion

Krudger	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**8**	3+	-	5+	2	7	14	**3**	[190]
Gore									[25]
Scythe of the Harvester									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Rampage(D3)*									

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[135]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Special Rules: *Crushing Strength(1),Individual, Yielding, Inspiring, Power of the Horde* ***Traits:*** *Spellcaster*									

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	3+	-	5+	1	4	12	**3**	[140]
Manticore									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Hellforged Weapons*									

Ax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Legion	5	**3+**	-	5+	4	**30**	**28**	2	[285]
Legion - Requires Requires Krudger									[35]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									

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

Orclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1),Stealthy*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1),Stealthy*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1),Stealthy*									

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]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*									
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*									

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	**10**	3+	-	5+	2	18	17	4	[270]
Brew of Haste									[20]
Special Rules: *Brutal(1),Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)* ***Traits:*** *Forged*									

Total Units: 14 **Total Unit Strength:** 27
Total Points: 2300

Command Order	Target	Description

Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
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
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Hellforged Weapons	If this unit attempts to issue the Green Rage Command Order, it may roll 3D6 instead of the normal 2.
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.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
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
Bane Chant 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.

Artefact	Description
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.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Scythe of the Harvester	Infantry and Cavalry only. The hero gains the Rampage (D3) special rule in Combat.
Inspiring Talisman	The hero gains the Inspiring special rule.