Orcs (Evil)

Ax — Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)

Trolls* — Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)
Horde(6)	6	4+	-	5+	18	14/17	190	Crushing Strength (2), Regeneration (5+)

Gore Riders — Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	13/15	185	Crushing Strength (1), Thunderous Charge (1)

Krudger on Ancient Winged Slasher — Hero (Mon)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	12	17/19	305	Hero (Mon), Base Size: (75x75mm), Brutal, Crushing Strength (3), Fly, Fury, Inspiring
- Blade of Slashing							5	
(1)	10	3+	-	5+	12	17/19	305	Hero (Mon), Base Size: (75x75mm), Brutal, Crushing Strength (3), Fly, Fury, Inspiring
- Mace of Crushing							5	

Godspeaker — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	2	10/12	75	Hero (Cav), Base Size: (25x25mm), Crushing Strength (1), Drain Life (6), Fireball (9), Godspeaker, Individual
- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav)							15	
- Drain Life (6)							25	
- Inspiring Talisman							20	

War Drum — Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)

	2000

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

Brutal When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Drain Life 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". 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 Shoot phase.

Fireball Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Fly The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.

Fury While wavered, this unit may declare a Counter-Charge.

Godspeaker For every friendly non-allied Horde or Legion within 6" (Exluding Orclings), increase the amount of dice rolled for all spells by 1.

Great Thunder This unit has the Rallying (2) special rule. Rallying! (n): Friendly, non-allied units within 6” of this
unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range. Only the Rout value of Fearless units is affected by Rallying!

Individual

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
Move Individuals have the Nimble special rule.
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additionals -1 to hit modifier.
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit’s facing, rather than the unit aligning to the individual’s facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Inspiring This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

Talisman

Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
Regeneration (5+)	Every time this unit receives an 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 5+, the unit recovers a point of damage.
Thunderous Charge	All melee hits inflicted by the 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 1 when Hindered.