

**Brinton Williams****Orcs (Evil)****Gore Chariots****Chariot**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(6)	8	3	-	5	3	4	20	19/21	275
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Thunderous Charge (2)									
Keywords: Orc									

**Longax****Heavy Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	30	20/22	255
Crushing Strength (1), Phalanx									
Keywords: Orc									
Horde(40)	5	4	-	5	2	4	30	20/22	255
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
Blade of Slashing									5
Crushing Strength (1), Thunderous Charge (1)									
Keywords: Orc									

**Ax****Heavy Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	13/15	130
Crushing Strength (1)									
Keywords: Orc									

**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, Strider									
Keywords: Giant									

**Skulks\*****Heavy Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	5	3	2	1	8	9/11	85
Crushing Strength (1), Scout									
Shortbows (18")									
Keywords: Orc, Tracker									

**War Drum****Monster**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	1	3	-/11	80
Crushing Strength (1), Rally (2 - Orc only)									
Keywords: Orc, Shrine									
1	5	4	-	4	2	1	3	-/11	80
Crushing Strength (1), Rally (2 - Orc only)									
Keywords: Orc, Shrine									

**Godspeaker****Hero (Cav)  
Spellcaster: 1**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	4	-	4	3	0	1	10/12	70
Shroud of the Saint									30
Replace Fireball (7) with Bane Chant (2)									0
Heal (2)									15
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Crushing Strength (1), Individual, Tribal Magic									
Spells: Bane Chant (2), Heal (2)									
Keywords: Orc									
1	8	4	-	4	3	0	1	10/12	70
Inspiring Talisman									20
Replace Fireball (7) with Bane Chant (2)									0

Heal (2) 15  
 Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3) 25  
 Crushing Strength (1), Individual, Tribal Magic  
 Spells: Bane Chant (2), Heal (2)  
 Keywords: Orc

**Krudger** **Hero (Cav)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	5	12/14	95
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Crushing Strength (2), Individual, Inspiring, Mighty Keywords: Orc									35

**Hero**

- Bane Chant** Spell: Range 12", Friendly, CC - If one or more hits are scored, 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.
- 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 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.
- Crushing Strength** All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
- 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.
- 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 *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.
- Inspiring Talisman** The unit gains the *Inspiring* special rule.
- Maccwar's Potion of the Caterpillar** This unit gains the *Pathfinder* special rule.
- Mighty** Individuals with the *Mighty* special rule are no longer Yielding.
- 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.
- Rally** Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with *Rallying* are in range. Only the Rout value of a Fearless unit is affected by *Rallying*.
- 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.
- Shortbows**
- Shroud of the Saint** The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
- 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 resuces this bonus by one when Hindered (to a minimum of zero).
- Tribal Magic** For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by 1, to a maximum bonus of +3.