

ELLIOT MORRISH - FRANTICON DOUBLES



EVIL

Morax

Heavy Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------------------|
| Troop(10) | 5 | 3 | - | 4 | 2 | 1 | 15 | -/11 | [115] |
| Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc | | | | | | | | | |
| Troop(10) | 5 | 3 | - | 4 | 2 | 1 | 15 | -/11 | [115] |
| Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc | | | | | | | | | |
| Regiment(20) | 5 | 3 | - | 4 | 2 | 3 | 20 | -/15 | 175 5 [180] |
| Orcish Skullpole Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc | | | | | | | | | |
| Regiment(20) | 5 | 3 | - | 4 | 2 | 3 | 20 | -/15 | 175 5 [180] |
| Orcish Skullpole Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc | | | | | | | | | |

Ax

Heavy Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|-------------------------|
| Horde(40) | 5 | 4 | - | 5 | 2 | 4 | 25 | 20/22 | 215 20 5 [240] |
| Maccwar's Potion of the Caterpillar Orcish Skullpole Crushing Strength (1) Keywords: Orc | | | | | | | | | |

Flagger

Hero (Inf)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|------------------|
| 1 | 5 | 4 | - | 4 | 2 | 0 | 1 | 9/11 | 50 15 [65] |
| Trickster's Wand Crushing Strength (1), Individual, Inspiring Keywords: Orc | | | | | | | | | |

Morax Mansplitter

Hero (Hv Inf)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|-------|
| 1 | 5 | 3 | 4 | 4 | 2 | 0 | 6 | -/14 | [105] |
| Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Wild Charge (D3) Throwing Ax (12", Att: 1, Piercing (1)) Keywords: Berserker, Orc | | | | | | | | | |

Total Unit Strength: 12
Total Core: 1000 (100%)

Total Units: 7



SPECIAL RULES AND SPELLS:

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.

Crushing Strength All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

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| 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified. |
| Maccwar's Potion of the Caterpillar | This unit gains the <i>Pathfinder</i> special rule. |
| Orcish Skullpole | Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> 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. |
| Orcish Skullpole | Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> 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. |
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| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| 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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero). |
| Trickster's Wand | The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game. |
| 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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range. |