

Target  
1000  
Points

# CARLOS DE LA FLOR - FRANTICON DOUBLES

Target  
1000  
Points



## ORCS

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									
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
Orcish Skullpole									5
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									[180]

### Greatax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	12	14/16	150
Orcish Skullpole									5
Crushing Strength (2) Keywords: Orc									[155]

### 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									

### 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
Inspiring Talisman									20
Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Wild Charge (D3) Throwing Ax (12", Att: 1, Piercing (1)) Keywords: Berserker, Orc									[125]

Total Unit Strength: 11  
Total Core: 1000 (100%)

Total Units: 8



## SPECIAL RULES AND SPELLS:

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

<b>Individual</b>	See page 34.
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Orcish Skullpole</b>	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.
<b>Orcish Skullpole</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Rally</b>	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 <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
<b>Thunderous Charge</b>	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).
<b>Wild Charge</b>	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.