

Orcs (Evil)

Greatax										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	3	-	4	2	4	25	21/23	250	
	Maccwar's Potion of the Caterpillar								20	
	Orcish Skullpole								5	
	Crushing Strength (2)									
	Keywords: Orc									
Horde(40)	5	3	-	4	2	4	25	21/23	250	
	Brew of Sharpness								45	
	Orcish Skullpole								5	
	Crushing Strength (2)									
	Keywords: Orc									
Morax										Heavy Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	3	-	4	2	3	20	-/15	175	
	Crushing Strength (1), Wild Charge (D3)									
	Keywords: Berserker, 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	
	Crushing Strength (1), Thunderous Charge (1)									
	Keywords: Orc									
Regiment(10)	8	3	-	5	3	3	16	13/15	190	
	Crushing Strength (1), Thunderous Charge (1)									
	Keywords: Orc									
Troop(5)	8	3	-	5	3	1	8	10/12	125	
	Crushing Strength (1), Thunderous Charge (1)									
	Keywords: Orc									
Troop(5)	8	3	-	5	3	1	8	10/12	125	
	Crushing Strength (1), Thunderous Charge (1)									
	Keywords: Orc									
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									
Krudger on Winged Slasher										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	285	
	Crushing Strength (3), Fly, Fury, Inspiring, Nimble									
	Keywords: Draconic, Orc									
Gakamak[1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	2	-	5	3	0	7	13/15	230	
	Crushing Strength (3), Fury, Individual, Mighty, Very Inspiring, Vicious (Melee)									
	Keywords: Orc									

Godspeaker										Hero (Hv Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	10/12	70	
Drain Life (4) Crushing Strength (1), Individual, Tribal Magic Spells: Fireball (7), Drain Life (4) Keywords: Orc										20

Krudger										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	12/14	95	
Gakamak's Bloody Banner [1] - Aura (Wild Charge (+1) - Heavy Infantry only). This upgrade cannot be taken in addition to a Gore Mount. Crushing Strength (2), Individual, Inspiring, Mighty, Aura (Wild Charge (+1) - Heavy Infantry only) Keywords: Orc										10

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
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 <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
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 recuses 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.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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.