



**EVIL**

## 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
Sir Jesse's Boots of Striding Orcish Skullpole									15
Crushing Strength (1), Phalanx Keywords: Orc									5
									[275]

## 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									
Horde(40)	5	4	-	5	2	4	25	20/22	215
Blessing of the Gods									30
Crushing Strength (1) Keywords: Orc									[245]

## 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									
Troop(10)	5	5	5	3	2	1	8	9/11	[85]
Crushing Strength (1), Scout Shortbows (18") Keywords: Orc, Tracker									

## 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									

## Fight Wagons\*

## Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(4)	7	3	-	5	3	3	24	-/17	245
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1) Keywords: Orc									[265]

## 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	
Blade of Slashing									5	
Crushing Strength (3), Fly, Fury, Inspiring, Nimble									[290]	
Keywords: Draconic, 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	
Lute of Insatiable Darkness									25	
Crushing Strength (1), Individual, Inspiring									[75]	
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	
Replace Fireball (7) with Bane Chant (2)									0	
Heal (2)									15	
Crushing Strength (1), Individual, Tribal Magic									[85]	
Spells: Bane Chant (2), Heal (2)										
Keywords: Orc										
1	5	4	-	4	2	0	1	10/12	70	
Shroud of the Saint									30	
Replace Fireball (7) with Bane Chant (2)									0	
Heal (2)									15	
Crushing Strength (1), Individual, Tribal Magic									[115]	
Spells: Bane Chant (2), Heal (2)										
Keywords: Orc										

Total Unit Strength: 22  
Total Core: 2000 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fly</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	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.

<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>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<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>Scout</b>	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 <i>Scout</i> 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.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<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>Tribal Magic</b>	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.