



ORCS

EVIL

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										
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]	
Crushing Strength (1) Keywords: Orc										
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]	
Crushing Strength (2) Keywords: Orc										
Horde(40)	5	3	-	4	2	4	25	21/23	[250]	
Crushing Strength (2) 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]	
Crushing Strength (1), Thunderous Charge (1) Keywords: Orc										
Orclings*										Swarm
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	5	5	-	3	1	1	12	10/12	[60]	
Keywords: Orcling										
Regiment(3)	5	5	-	3	1	1	12	10/12	[60]	
Keywords: Orcling										
Regiment(3)	5	5	-	3	1	1	12	10/12	[60]	
Keywords: Orcling										
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), Rallying (2 - Orc only) Keywords: Orc, Shrine										
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]	
Crushing Strength (2), Individual, Inspiring, Mighty Keywords: Orc										
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										

Krusher										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	10/12	50	
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										25
Crushing Strength (2), Individual										[75]
Keywords: Orc										
Ulpgar the Mad [1]										Hero (Hv Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	-/12	[120]	
Crushing Strength (1), Individual, Inspiring, Magic of The Bloody Knife Tribe, Ulpgar's Mad Magic										
Spells: Bane Chant (3), Fireball (7)										
Keywords: Orc, Prophet										

Total Unit Strength: 26
Total Core: 2000 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

Bane Chant	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 (page 30 in gamers edition)
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.
Magic of The Bloody Knife Tribe	For each successful hit with Bane Chant, the target unit gains Lifeleech (+1) to a maximum of +3, until the start of the next turn.
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.
Rallying	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 reduces this bonus by one when Hindered (to a minimum of zero).
Ulpgar's Mad Magic	For each friendly core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6" of Ulpgar, increase the amount of dice rolled with Bane Chant and Fireball by 1, to a maximum bonus of +11.