

# ORCS 2K - TROLL FFS & HORDE CORE



## ORCS

## 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
Helm of Confidence									15
Crushing Strength (1), Phalanx									[270]
Keywords: Orc									

### Youngax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
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
Blessing of the Gods									30
Crushing Strength (2)									[280]
Keywords: Orc									
Horde(40)	5	3	-	4	2	4	25	21/23	250
Brew of Sharpness									45
Crushing Strength (2)									[295]
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									

### Fight Wagons\*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	3	-	5	3	2	18	-/15	195
Sir Jesse's Boots of Striding									15
Crushing Strength (1)									[210]
Keywords: Orc									
Regiment(3)	7	3	-	5	3	2	18	-/15	195
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1)									[215]
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), Rallying (2 - Orc only)									
Keywords: Orc, Shrine									

<b>Flagger</b>										<b>Hero (Cav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	4	-	4	3	0	1	9/11	50	
Lute of Insatiable Darkness Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25	
Crushing Strength (1), Individual, Inspiring Keywords: Orc									25	
									[100]	
<b>Krusher</b>										<b>Hero (Cav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	10/12	50	
Mournful Blade Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									15	
Crushing Strength (2), Individual Keywords: Orc									25	
									[90]	
<b>Wip the Outcast[1]</b>										<b>Hero (Cav) Spellcaster: 1</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	[105]	
Individual, Inspiring (Orcling only), Wip's Tribal Magic Spells: Heal (2), Hex (2), Lightning Bolt (3), Weakness (2) Keywords: Outcast										
<b>Ulpgar the Mad [1]</b>										<b>Hero (Hv Inf) Spellcaster: 3</b>
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: 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>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Helm of Confidence</b>	The unit gains the <i>Inspiring</i> (Self) special rule.
<b>Hex</b>	Spell: 30", Enemy - Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each times it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. This spell has no effect on Spellcaster: 0 units. Whilst a unit is Hexed, it may not cast spells unless it received a halt or Change Facing order in the Movement Phase.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<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>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Macewar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.

<b>Magic of The Bloody Knife Tribe</b>	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.
<b>Mournful Blade</b>	Individuals only. The unit gains the <i>Duelist</i> special rule.
<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>Rallying</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>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>Ulgar's Mad Magic</b>	For each friendly core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6" of Ulgar, increase the amount of dice rolled with Bane Chant and Fireball by 1, to a maximum bonus of +11.
<b>Weakness</b>	Spell: 24", Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
<b>Wip's Tribal Magic</b>	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde, Heavy Infantry Legion or unit of Wip's Playmates within 6", increase the amount of dice rolled with Heal, Hex, Lightning Bolt and Weakness by 1 to a maximum bonus of +3.