

ORCS - BATTLEMASTERS MSU



ORCS

EVIL

Morax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	20	-/15	175
Orcish Skullpole									5
Crushing Strength (1), Wild Charge (D3)									[180]
Keywords: Berserker, Orc									

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
Brew of Sharpness									45
Crushing Strength (1), Phalanx									[300]
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									
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
Regiment(20)	5	3	-	4	2	3	12	14/16	150
Blessing of the Gods									20
Crushing Strength (2)									[170]
Keywords: Orc									
Regiment(20)	5	3	-	4	2	3	12	14/16	150
Chant of Hate									20
Crushing Strength (2)									[170]
Keywords: Orc									
Regiment(20)	5	3	-	4	2	3	12	14/16	150
Brew of Strength									30
Crushing Strength (2)									[180]
Keywords: Orc									

Orclings*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	5	-	3	1	1	24	13/15	[100]
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										
1	5	4	-	4	2	1	3	-/11	[80]	
Crushing Strength (1), Rallying (2 - Orc only)										
Keywords: Orc, Shrine										
Krudger										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	5	12/14	95	
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										35
Crushing Strength (2), Individual, Inspiring, Mighty										[130]
Keywords: Orc										
Krudger on Gore Chariot										Hero (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	1	5	13/15	[140]	
Crushing Strength (2), Inspiring, Nimble, Thunderous Charge (1)										
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	
Inspiring Talisman										20
Replace Fireball (7) with Bane Chant (2)										0
Crushing Strength (1), Individual, Tribal Magic										[90]
Spells: Bane Chant (2)										
Keywords: Orc										
Wip the Outcast[1]										Hero (Cav) Spellcaster: 1
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										
Ulgar 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, Ulgar's Mad Magic										
Spells: Bane Chant (3), Fireball (7)										
Keywords: Orc, Prophet										

Total Unit Strength: 30
Total Core: 2500 (100%)

Total Units: 17



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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
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> .
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Hex	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.
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Orcish Skullpole	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.
Phalanx	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.
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> .
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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).
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.
Ulpagar's Mad Magic	For each friendly core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6" of Ulpagar, increase the amount of dice rolled with Bane Chant and Fireball by 1, to a maximum bonus of +11.
Weakness	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.
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.
Wip's Tribal Magic	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.