



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									

Ax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	20/22	215
Brew of Strength									40
Crushing Strength (1)									[255]
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
Orcish Skullpole									5
Crushing Strength (2)									[155]
Keywords: Orc									
Regiment(20)	5	3	-	4	2	3	12	14/16	150
Orcish Skullpole									5
Crushing Strength (2)									[155]
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	
Maccwar's Potion of the Caterpillar									20	
Crushing Strength (1)									[215]	
Keywords: Orc										
Regiment(3)	7	3	-	5	3	2	18	-/15	195	
Sir Jesse's Boots of Striding									15	
Crushing Strength (1)									[210]	
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										
Giant										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	6	1	D6+8	18/20	[225]	
Brutal, Crushing Strength (4), Fury, Strider										
Keywords: Giant										
Krudger										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	5	12/14	95	
Blade of Slashing									5	
Orcish Skullpole									5	
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									35	
Crushing Strength (2), Individual, Inspiring, Mighty									[140]	
Keywords: Orc										
Flagger										Hero (Cav)
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									25	
Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25	
Crushing Strength (1), Individual, Inspiring									[100]	
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	
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										

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: 26
Total Core: 2450 (100%)

Total Units: 16



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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
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> .
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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.
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> .
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.
Ulgar's Mad Magic	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.
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.