

Riftforged Orcs [2300]

Riftforged Legionaries									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[250]	5	3+	-	5+	4	25	21/23	2	[250]
Special Rules: Crushing Strength(1) Keywords: Riftforged									
Horde (40)[250]	5	3+	-	5+	4	25	21/23	2	[250]
Special Rules: Crushing Strength(1) Keywords: Riftforged									
Reborn Legionaries*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10)[120]	5	3+	-	5+	1	10	11/13	2	[120]
Special Rules: Crushing Strength(2),Inspiring Keywords: Riftforged									
Troop (10)[120]	5	3+	-	5+	1	10	11/13	2	[120]
Special Rules: Crushing Strength(2),Inspiring Keywords: Riftforged									
Riftwalkers*									Heavy Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10)[120]	7	4+	-	5+	1	10	-/12	2	[120]
Special Rules: Crushing Strength(1),Fly, Nimble, Strider Keywords: Riftforged									
Troop (10)[120]	7	4+	-	5+	1	10	-/12	2	[120]
Special Rules: Crushing Strength(1),Fly, Nimble, Strider Keywords: Riftforged									
Thunderseers									Monstrous Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6)[280]	6	3+	-	5+	3	30	15/17	3	[225]
Visions from the Rift									[10]
Brew of Sharpness									[45]
Special Rules: Crushing Strength(1),Pathfinder, Spellward, Visions from the Rift Keywords: Cyclops, Riftforged									
Tundra Wolves*									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5)[115]	9	3+	-	4+	1	9	10/12	2	[115]
Special Rules: Nimble, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
Troop (5)[115]	9	3+	-	4+	1	9	10/12	2	[115]
Special Rules: Nimble, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
Stormslayer									Monster
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[130]	7	3+	-	4+	1	8	-/14	3	[130]
Special Rules: Crushing Strength(2),Nimble Keywords: Riftforged, Troll									

Storm Giant									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [240]	7	4+	-	5+	1	D6 + 8	18/20	6	[240]
Wind Blast (6)									
Special Rules: Brutal, Cloak of Death, Crushing Strength(4),Slayer(Melee D6),Strider									
Keywords: Giant, Riftforged									

Stormforged Shrine [1]									Titan
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[190]	5	4+	-	5+	1	8	-/17	4	[190]
Bane Chant (1)									
Lightning Bolt (3)									
Host Shadowbeast (4)									
Special Rules: Aura(Fury),Crushing Strength(1),Inspiring, Anvil of the Rift, Power of the Rift									
Keywords: Riftforged, Shrine									

Riftforger									Hero (Heavy Infantry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [80]	5	3+	-	5+	0	3	10/12	2	[50]
Blade of Slashing									
Host Shadowbeast (6)									
Special Rules: Crushing Strength(2),Individual, Arcane Smithy									
Keywords: Riftforged									

Thonaar [1]									Hero (Cavalry)
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[170]	8	3+	-	5+	0	6	14/16	3	[170]
Special Rules: Crushing Strength(2),Individual, Inspiring, Mighty, Stormstrike, Thunderstruck									
Keywords: Riftforged									

Total Units:	14	Total Unit Strength:	20
Total Primary Core Points:	2300		
	(100.0%)		
Artefacts Points:	50		
Troops & Irregulars:	6		
Infantry Hordes & Legions:	2		
Large Infantry Hordes:	1		
Monsters:	1		
Titans:	2		
Heros:	2		

Slots: Any(0),Hero Only(2),War Engine Only(2),Monster/Titan Only(2),Large+ Horde Unlocks(2),Large+ Legion Unlocks(0)

Custom Rule	Description
Arcane Smithy	This unit may cast their Bane Chant or Host Shadow Beast spell while engaged with an enemy unit. If they do so, the Riftforger may ONLY target themselves, or another qualifying Friendly Core unit engaged with the same enemy unit as the Riftforger regardless of Line of Sight.
Thunderstruck	Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn.

Visions from the Rift	After deployment and all Scout moves have been completed by both players, but before rolling for first turn, this unit may be picked up and redeployed anywhere in the controlling players deployment zone.
Anvil of the Rift	After successfully casting Bane Chant or Host Shadowbeast, the Stormforged Shrine may choose to cast either spell again with 1 less die on another appropriate Riftforged unit within 12" regardless of Line of Sight. This may continue until a casting is failed, no unit may be targeted twice with the same spell.
Power of the Rift	For each other friendly core Riftforged unit within 6", increase the amount of dice rolled with Bane Chant, Host Shadowbeast, Lightning Bolt by 1 to a maximum bonus of +3

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when

making a Charge through Difficult Terrain.

Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Stormstrike	Any natural rolls of 6 to hit are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once - multiple castings on the same target have no additional effect.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
Host Shadowbeast Range: 12" Friendly, Self, CC	May only target a friendly unit with the Individual special rule. For each hit scored, the target unit gains +1 attacks when attacking in Melee for the rest of the Turn. Multiple, subsequent castings from different sources are not cumulative.	

Artefact	Description
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.