

STEVE H RFO 2300 RIFTWARS

2300 / 2300

Riftforged Orcs [2300]

Unforged Orcs										Heavy Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Horde (40)	5	4+	-	4+	4	25	20/22	2	[190]	
★ Special Rules: Crushing Strength(1) Keywords: Orc										
— Horde (40)	5	4+	-	4+	4	25	20/22	2	[210]	
☞ Maccwar's Potion of the Caterpillar										20
★ Special Rules: Crushing Strength(1), Pathfinder Keywords: Orc										
Riftwalkers*										Heavy Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Troop (10)	7	4+	-	5+	1	10	-/12	2	[120]	
★ Special Rules: Crushing Strength(1), Fly, Nimble, Strider Keywords: Riftforged										
— Troop (10)	7	4+	-	5+	1	10	-/12	2	[120]	
★ Special Rules: Crushing Strength(1), Fly, Nimble, Strider Keywords: Riftforged										
Thunderseers										Monstrous Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Horde (6)	6	4+	-	5+	3	30	15/17	3	[255]	
☞ Blessing of the Gods										30
★ Special Rules: Crushing Strength(1), Pathfinder, Spellward, Elite Keywords: Cyclops, Riftforged										
Stormforged Shrine [1]										Titan
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Single	5	4+	-	5+	1	8	-/17	4	[190]	
⚡ Bane Chant (1)										0
⚡ Lightning Bolt (3)										0
⚡ Host Shadowbeast (4)										0
★ Special Rules: Aura(Fury), Crushing Strength(1), Inspiring, Anvil of the Rift, Power of the Rift Keywords: Riftforged, Shrine										
Stormcaller										Hero (Heavy Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Single	5	4+	-	5+	0	1	11/13	2	[135]	
⚡ Lightning Bolt (4)										0
⚡ Veil of Shadows (3)										30
📖 Hex(3)										20
★ Special Rules: Crushing Strength(1), Individual Keywords: Riftforged Spellcaster 2										
Riftforger										Hero (Heavy Infantry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Single	5	3+	-	5+	0	3	10/12	2	[75]	
⚡ Host Shadowbeast (6)										25
★ Special Rules: Crushing Strength(2), Individual, Arcane Smithy Keywords: Riftforged Spellcaster 0										
Thonaar [1]										Hero (Cavalry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Single	8	3+	-	5+	0	6	14/16	3	[170]	
★ Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck Keywords: Riftforged										
Stormbringer on Helstrike Manticore										Hero (Large Cavalry)
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Single	10	3+	-	5+	1	5	13/15	4	[160]	
★ Special Rules: Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Riftforged										
— Single	10	3+	-	5+	1	5	13/15	4	[160]	
★ Special Rules: Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Draconic, Riftforged										
[F] Riftforged Legionaries (The Iron Boots) [1]										Heavy Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Regiment (20)	5	3+	-	5+	3	12	15/17	2	[155]	
★ Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots										

[F] Riftforged Legionaries (The Iron Boots) [1]										Heavy Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Regiment (20)	5	3+	-	5+	3	12	15/17	2	[155]	
★ Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots										

[F] Reborn Legionaries (The Iron Boots)* [1]										Heavy Infantry
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts	
— Regiment (20)	5	3+	-	5+	3	12	16/18	2	[205]	
★ Special Rules: Aura(Wild Charge (D3 - Orc only)), Crushing Strength(2), Inspiring Keywords: Riftforged, The Iron Boots										

Total Units:	14	Total Unit Strength:	25
Total Primary Core Points:	[2300] (100.0%)		
Artefacts Points:	[50]	Inspiring Units:	5
Troops & Irregulars:	3		
Regiments:	2		
Infantry Hordes & Legions:	2		
Large Infantry Hordes:	1		
Titans:	1		
Heros:	5		
Slots: Any(2), Hero Only(2), War Engine Only(2), Monster/Titan Only(2), Large+ Horde Unlocks(2), Large+ Legion Unlocks(0),			
Average Defense:	4.9	Ranged Shots	0

Special Rules

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
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.

Spells

Spell	Range	Targets	Description	★ Special Rules
Bane Chant	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.	
Hex	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 time 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. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Lightning Bolt	24"	Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Veil of Shadows[1]	0"	Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	
Host Shadowbeast	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.	

Artefacts

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Maccwar's Potion of the Caterpillar	This unit gains the Pathfinder special rule.