



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] |
| Crushing Strength (1), Phalanx Keywords: Orc | | | | | | | | | |

Skulks*

Heavy Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|------|------|
| Troop(10) | 5 | 5 | 5 | 3 | 2 | 1 | 8 | 9/11 | [85] |
| Crushing Strength (1), Scout, Steady Aim Shortbows (18") Keywords: Orc, Tracker | | | | | | | | | |

Skulk Raider Chariots

Chariot

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|-------|
| Regiment(3) | 8 | 4 | 5 | 4 | 3 | 2 | 12 | 13/15 | [145] |
| Crushing Strength (1), Thunderous Charge (1) Shortbows (18", Att: T:4/R:6 , Steady Aim) Keywords: Orc, Tracker | | | | | | | | | |

Fight Wagons*

Chariot

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|-----------------------|----|----|----|----|---|----|----|------|-------|
| Legion(6) | 7 | 3 | - | 5 | 3 | 4 | 30 | -/20 | 285 |
| Wine of Elvenkind | | | | | | | | | 40 |
| Crushing Strength (1) | | | | | | | | | [325] |
| Keywords: Orc | | | | | | | | | |

Krudger on Winged Slasher

Hero (Ttn)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|-------|
| 1 | 10 | 3 | - | 5 | 6 | 1 | 10 | 17/19 | 285 |
| Blade of Slashing | | | | | | | | | 5 |
| Crushing Strength (3), Fly, Fury, Inspiring, Nimble | | | | | | | | | [290] |
| Keywords: Draconic, Orc | | | | | | | | | |

Krusher

Hero (Cav)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|------|
| 1 | 8 | 3 | - | 5 | 3 | 0 | 3 | 10/12 | 50 |
| Mace of Crushing | | | | | | | | | 5 |
| Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height: 3) | | | | | | | | | 25 |
| Crushing Strength (2), Individual | | | | | | | | | [80] |
| Keywords: Orc | | | | | | | | | |

Troll Bruiser

Hero (LrgInf)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|-------|
| 1 | 6 | 3 | - | 5 | 3 | 1 | 5 | 12/15 | 110 |
| Shroud of the Saint | | | | | | | | | 25 |
| Crushing Strength (2), Inspiring, Nimble, Regeneration (5+) | | | | | | | | | [135] |
| Keywords: Troll | | | | | | | | | |

| Morax Mansplitter | | | | | | | | | | Hero (Hv Inf) |
|---|----|----|----|----|---|----|----|-------|-----|-------------------------------------|
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 3 | 4 | 4 | 2 | 0 | 6 | -14 | 105 | |
| Gnome-Glass Shield | | | | | | | | | | 10 |
| Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Inspiring, Wild Charge (D3) | | | | | | | | | | [115] |
| Throwing Ax (12", Att: 1, Piercing (1)) | | | | | | | | | | |
| Keywords: Berserker, Orc | | | | | | | | | | |
| Molgurk's Mad Mob [1] | | | | | | | | | | Formation |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| Formation(1) | | | | | | | | | [0] | |
| Gore Chariots (F) | | | | | | | | | | Chariot |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| Regiment(3) | 8 | 3 | - | 5 | 3 | 2 | 12 | 14/16 | 195 | |
| Maccwar's Potion of the Caterpillar | | | | | | | | | | 20 |
| Crushing Strength (1), Gruesome Gores (), Thunderous Charge (2) | | | | | | | | | | [215] |
| Keywords: Orc | | | | | | | | | | |
| Regiment(3) | 8 | 3 | - | 5 | 3 | 2 | 12 | 14/16 | 195 | |
| Dwarven Ale | | | | | | | | | | 15 |
| Crushing Strength (1), Gruesome Gores (), Thunderous Charge (2) | | | | | | | | | | [210] |
| Keywords: Orc | | | | | | | | | | |
| War Drum on War Wagon (F) | | | | | | | | | | Monster (Cht) Spellcaster: 1 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 8 | 4 | - | 4 | 3 | 1 | 3 | -11 | 130 | |
| Library Mindfog (2) | | | | | | | | | | 10 |
| Crushing Strength (1), Gruesome Gores (), Nimble, Rallying (2 - Orc only) | | | | | | | | | | [140] |
| Spells: Bane Chant (2), Mind Fog (2) | | | | | | | | | | |
| Keywords: Orc, Shrine | | | | | | | | | | |

Total Unit Strength: 18
Total Core: 1995 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

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|---------------------------|---|
| 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. |
| 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. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| Dwarven Ale | The unit gains the <i>Headstrong</i> special rule. |
| 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered. |
| Fury | While Wavering, this unit may still declare a Counter Charge. |
| Gnome-Glass Shield | Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game. |
| Gruesome Gores | Unless Disordered, all units in the Formation have the Rampage (Melee - D3) and Slayer (Melee - D3) special rules. |
| Individual | See page 34 (page 30 in gamers edition) |

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| 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. |
| Maccwar's Potion of the Caterpillar | This unit gains the <i>Pathfinder</i> special rule. |
| Mace of Crushing | Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage. |
| Mind Fog | Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering |
| 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. |
| 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. |
| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| Rallying | Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range. |
| Regeneration | Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered. |
| Scout | The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal. |
| 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 2. |
| Steady Aim | The unit does not suffer from the -1 Moving modifier when making Ranged attacks. |
| 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). |
| 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. |
| Wine of Elvenkind | The unit gains the <i>Nimble</i> special rule. |