

Orcs [2345]

Longax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [250] <i>Special Rules: Crushing Strength(1), Phalanx</i> Keywords: Orc	5	4+	-	5+	4	30	20/22	2	[250]
Hv Inf Horde [250] <i>Special Rules: Crushing Strength(1), Phalanx</i> Keywords: Orc	5	4+	-	5+	4	30	20/22	2	[250]

Orclings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [60] <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]
Swm Regiment [60] <i>Keywords: Orcling</i>	5	5+	-	3+	1	12	10/12	1	[60]

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6)</i> Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Club <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6)</i> Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Krudger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [130] Gore <i>Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty</i> Keywords: Orc	8	3+	-	5+	0	5	12/14	3	[95] [35]

Krudger on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [285] <i>Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble</i> Keywords: Draconic, Orc	10	3+	-	5+	2	10	17/19	6	[285]
Hero (Titan) 1 [295] Mead of Madness <i>Special Rules: Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Wild Charge(1)</i> Keywords: Draconic, Orc	10	3+	-	5+	2	10	17/19	6	[285] [10]

[F] Gore Chariots (Molgurk's Mad Mob) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [220] Brew of Haste <i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2), Gruesome Gores</i> Keywords: Orc	9	3+	-	5+	2	12	14/16	3	[200] [20]

[F] Gore Chariots (Molgurk's Mad Mob) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [215] Sir Jesse's Boots of Striding <i>Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2), Gruesome Gores</i> Keywords: Orc	8	3+	-	5+	2	12	14/16	3	[200] [15]

[F] War Drum (Molgurk's Mad Mob) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 Spellcaster 1 [130] Bane Chant (2) <i>Special Rules: Crushing Strength(1), Nimble, Rallying(2 - Orc only)</i> Keywords: Orc, Shrine	8	4+	-	4+	1	3	-/11	3	[130] [0]

Total Units: 12 Total Unit Strength: 23
Total Primary Core Points: 2345 (100.0%)

Special Rule	Description
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.

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. This includes Difficult Terrain the unit started in. 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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Gruesome Gores	Unless Disordered, all units in the Formation have the Rampage (Melee - D3) and Slayer (Melee - D3) special rules.
Individual	See the Rules Chapter for Individuals
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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 value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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).
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 Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.	
Artefact	Description	
Mead of Madness	The unit gains the Wild Charge (+1) special rule.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Brew of Haste	This unit increases its Speed stat by +1.	