Battlemasters

2500 / 2500 VALID

Riftforged Orcs [2500]

Riftwalkers* Heavy Infantry	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*									

Gore Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [185]	8	3+	-	5+	3	16	13/15	3	[185]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Keywords:*** *Orc*									

Helstrikers Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [280]	10	3+	-	5+	3	18	15/17	4	[265]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Brutal, Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)* ***Keywords:*** *Manticore, Riftforged*									
Horde (6) [300]	10	3+	-	5+	3	18	15/17	4	[265]
Wine of Elvenkind									[35]
Special Rules: *Brutal, Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1),Nimble* ***Keywords:*** *Manticore, Riftforged*									

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

Stormforged Shrine [1] Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 **[190]**	5	4+	-	5+	1	8	-/17	4	[190]
Bane Chant (1)									[0]
Lightning Bolt (3)									[0]
Host Shadowbeast (2)									[0]
Special Rules: *Aura(Fury),Crushing Strength(1),Inspiring, Anvil of the Rift, Power of the Rift* ***Keywords:*** *Riftforged, Shrine*									

Riftforger Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 **[70]**	5	3+	-	5+	0	3	10/12	2	[50]
Hex(3)									[20]
Special Rules: *Crushing Strength(2),Individual, Arcane Smithy* ***Keywords:*** *Riftforged*									
1 Spellcaster 2 **[135]**	**8**	3+	-	5+	0	3	10/12	**3**	[50]
Mount									[25]
Gain Stormstrike									[5]
Blade of Slashing									[5]
Host Shadowbeast (3)									[20]
Veil of Shadows[1](3)									[30]
Special Rules: *Crushing Strength(2),Individual, Arcane Smithy, Stormstrike* ***Keywords:*** *Riftforged*									

Thonaar [1] Hero (Cavalry)	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*									

Stormbringer on Helstrike Manticore Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [165]	10	3+	-	5+	1	5	13/15	4	[160]
Mace of Crushing									[5]
Special Rules: *Brutal, Crushing Strength(2),Fly, Inspiring, Lifeleech(1),Nimble* ***Keywords:*** *Riftforged, Manticore*									

[F] Riftforged Legionaries (The Iron Boots) [1] Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	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) [155]	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) [215]	5	3+	-	5+	**4**	12	16/18	2	[205]
Orb of Towering Presence									[10]
Special Rules: *Aura(Wild Charge (D3 - Orc only)),Crushing Strength(2),Inspiring* ***Keywords:*** *Riftforged, The Iron Boots*									

Total Units: 14 **Total Unit Strength:** 24
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Arcane Smithy	This unit may cast their Bane Chant or Host Shadow Beast spell while engaged with an enemy unit, even if the Riftforger was issued a Charge order this turn. If they do so, they may only target Friendly Core units engaged with the same enemy as themselves, regardless of Line of Sight. The Riftforger itself is also a valid target for either spell when cast in this way.
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.
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 or Arc. 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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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. 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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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. 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.
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.
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.	
Hex Range: 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 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.	
Veil of Shadows[1] Range: 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 Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

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.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Wine of Elvenkind	The unit gains the Nimble special rule.