

CoK23 Simon Robinson's Orcs

2300 / 2300 VALID

Orcs [2300]

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [180] Orcish Skullpole <i>Special Rules:</i> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> Keywords: <i>Berserker, Orc</i>	5	3+	-	4+	3	20	-/15	2	[175] [5]
Hv Inf Regiment (20) [180] Orcish Skullpole <i>Special Rules:</i> <i>Crushing Strength(1), Wild Charge(D3), Orcish Skullpole</i> Keywords: <i>Berserker, Orc</i>	5	3+	-	4+	3	20	-/15	2	[175] [5]

Skulks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (10) [100] Skulk Raiders Shortbows (18", Steady Aim) <i>Special Rules:</i> <i>Crushing Strength(1), Scout, Pathfinder</i> Keywords: <i>Orc, Tracker</i>	5	4+	5+	3+	1	8	9/11	2	[85] [15]
Hv Inf Troop (10) [100] Skulk Raiders Shortbows (18", Steady Aim) <i>Special Rules:</i> <i>Crushing Strength(1), Scout, Pathfinder</i> Keywords: <i>Orc, Tracker</i>	5	4+	5+	3+	1	8	9/11	2	[85] [15]

Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [190] <i>Special Rules:</i> <i>Crushing Strength(2), Regeneration(5+)</i> Keywords: <i>Troll</i>	6	4+	-	5+	3	18	14/17	3	[190]
Lrg Inf Horde (6) [190] <i>Special Rules:</i> <i>Crushing Strength(2), Regeneration(5+)</i> Keywords: <i>Troll</i>	6	4+	-	5+	3	18	14/17	3	[190]

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

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

Godspeaker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[The Great Stupendo] Hero (Hv Inf) 1 Spellcaster 1 [115] Fireball (7) Heal (2) Drain Life (4) Hex (2) <i>Special Rules:</i> <i>Crushing Strength(1), Individual, Tribal Magic</i> Keywords: <i>Orc</i>	5	4+	-	4+	0	1	10/12	2	[70] [0] [15] [20] [10]

Skulk Stalker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Dead-Eye Drashk] Hero (Hv Inf) 1 [90] Raid Leader Shortbows (18") <i>Special Rules:</i> <i>Crushing Strength(1), Individual, Scout, Aura(Wild Charge (+D3) - Tracker only), Inspiring</i> Keywords: <i>Orc, Tracker</i>	5	3+	4+	4+	0	3	9/11	2	[65] [25]

Morax Mansplitter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Mad Bob] Hero (Hv Inf) 1 [105] Throwing Ax (12", Att: 1, Piercing(1)) <i>Special Rules:</i> <i>Aura(Thunderous Charge (1) - Berserker only), Crushing Strength(1), Individual, Inspiring, Wild Charge(D3)</i> Keywords: <i>Berserker, Orc</i>	5	3+	4+	4+	0	6	-/14	2	[105]

Troll Bruiser	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Bolg Billy Goats Bane] Hero (Lrg Inf) 1 [110]	6	3+	-	5+	1	5	12/15	3	[110]
Special Rules: <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+)</i> Keywords: <i>Troll</i>									

Krudger on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Ikky Orc & Cuddles] Hero (Titan) 1 [305]	10	3+	-	5+	1	10	17/19	6	[285]
Blessing of the Gods									[20]
Special Rules: <i>Crushing Strength(3), Fly, Fury, Inspiring, Nimble, Elite</i> Keywords: <i>Draconic, Orc</i>									

Total Units: 14 **Total Unit Strength:** 21
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword within 6" of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of three.

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.
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. 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.
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.
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.
Orcish Skullpole	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the Brutal special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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 Scout 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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
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.	

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.