

## 1st Battalion

Krudger	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) Gore <b>Special Rules:</b> <i>Crushing Strength(2), Individual, Inspiring</i>	8	3+	-	5+	2	7	14	3	[175] [25]

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Bane Chant (2) Hex (2) Barkskin(5) <b>Special Rules:</b> <i>Crushing Strength(1), Individual, Yielding, Power of the Horde</i> <b>Traits:</b> <i>Spellcaster</i>	5	4+	-	4+	1	1	12	2	[140] [20] [10] [25]

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav) Manticore <b>Special Rules:</b> <i>Crushing Strength(2), Individual, Inspiring, Hellforged Weapons</i>	8	3+	-	5+	1	4	12	3	[140] [15]
Champion Hero (Cav) Manticore <b>Special Rules:</b> <i>Crushing Strength(2), Individual, Inspiring, Hellforged Weapons</i>	8	3+	-	5+	1	4	12	3	[140] [15]

Greatax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde <b>Special Rules:</b> <i>Crushing Strength(2)</i> <b>Traits:</b> <i>Orc</i>	5	3+	-	4+	4	25	25	2	[230]

Morax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment <b>Special Rules:</b> <i>Crushing Strength(1), Fearless, Wild Charge(D3)</i> <b>Traits:</b> <i>Orc</i>	5	3+	-	4+	2	20	15	2	[165]
Core Hvy Inf Regiment <b>Special Rules:</b> <i>Crushing Strength(1), Fearless, Wild Charge(D3)</i> <b>Traits:</b> <i>Orc</i>	5	3+	-	4+	2	20	15	2	[165]

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde <b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Traits:</b> <i>Forged</i>	5	3+	-	5+	4	25	25	2	[230]
Core Hvy Inf Regiment <b>Special Rules:</b> <i>Crushing Strength(1)</i> <b>Traits:</b> <i>Forged</i>	5	3+	-	5+	2	12	16	2	[135]

Orclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop <b>Special Rules:</b> <i>Height(1), Stealthy</i>	5	5+	-	3+	1	12	11	1	[65]
Core (Aux) Lrg Inf Troop <b>Special Rules:</b> <i>Height(1), Stealthy</i>	5	5+	-	3+	1	12	11	1	[65]
Core (Aux) Lrg Inf Troop <b>Special Rules:</b> <i>Height(1), Stealthy</i>	5	5+	-	3+	1	12	11	1	[65]

Gore Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment <b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Traits:</b> <i>Orc</i>	8	3+	-	5+	2	18	15	3	[195]
Core Cav Regiment <b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Traits:</b> <i>Orc</i>	8	3+	-	5+	2	18	15	3	[195]
Core Cav Regiment <b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1)</i> <b>Traits:</b> <i>Orc</i>	8	3+	-	5+	2	18	15	3	[195]

Total Units: 15  
Total Points: 2300

Total Unit Strength: 28

Command Order	Target	Description
Green Rage	5	Units with the Orc or Forged Traits only. When this unit attacks in a Combat this Turn, for each successful hit that rolls a natural 6, those hits are doubled, before rolling to damage (in effect they have Blast (2)).

Up and at 'em	4	Units with the Orc Trait only. The unit gains the Wild Charge (n) special rule where n is the number of successful dice rolled to issue this order.
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Special Rule	Description
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Hellforged Weapons	If this unit attempts to issue the Green Rage Command Order, it may roll 3D6 instead of the normal 2.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.
Power of the Horde	For each friendly unit with the Orc Trait 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 +3.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
<b>Bane Chant</b> Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
<b>Barkskin</b> Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.
<b>Hex</b> Range: 30" Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.