

# No Magic and some good old fashioned Orc Mayhem!

2275 / 2300 (25 Left) VALID

## 1st Battalion

Thonaar [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) <i>Special Rules: Crushing Strength(2), Inspiring, Storm Strike</i>	8	3+	-	5+	2	6	16	3	[190]

Riffforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav) Manticore <i>Special Rules: 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 <i>Special Rules: Crushing Strength(2) Traits: Orc</i>	5	3+	-	4+	4	25	25	2	[230]
Core Hvy Inf Horde <i>Special Rules: Crushing Strength(2) Traits: Orc</i>	5	3+	-	4+	4	25	25	2	[230]
Core Hvy Inf Regiment <i>Special Rules: Crushing Strength(2) Traits: Orc</i>	5	3+	-	4+	2	12	16	2	[130]
Core Hvy Inf Horde <i>Special Rules: Crushing Strength(2) Traits: Orc</i>	5	3+	-	4+	4	25	25	2	[230]

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

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment <i>Special Rules: Brutal(1), Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) Traits: Forged</i>	9	3+	-	5+	2	18	17	4	[250]

## 2nd Battalion

Krudger on Winged Slasher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti) <i>Special Rules: Crushing Strength(3), Fly, Inspiring</i>	10	3+	-	5+	2	12	18	5	[285]

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

Total Units: 12      Total Unit Strength: 31  
Total Points: 2275

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.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.

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.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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.
Lifefeech (n)	When this unit completes its to-hit and to-damage rolls in 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).
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Storm Strike	If Thonaar successfully issues the Green Rage Command Order, hits that are natural rolls of 5 and 6 both double instead of the normal 6 for the target unit.
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.