

 Orcs [5000]

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [120] Orcish Skullpole <i>Special Rules:</i> Crushing Strength(1), Wild Charge(D3), Orcish Skullpole <b>Keywords:</b> Berserker, Orc	5	3+	-	4+	1	15	-/11	2	[115] [5]
Hv Inf Troop [120] Orcish Skullpole <i>Special Rules:</i> Crushing Strength(1), Wild Charge(D3), Orcish Skullpole <b>Keywords:</b> Berserker, Orc	5	3+	-	4+	1	15	-/11	2	[115] [5]
Hv Inf Troop [120] Orcish Skullpole <i>Special Rules:</i> Crushing Strength(1), Wild Charge(D3), Orcish Skullpole <b>Keywords:</b> Berserker, Orc	5	3+	-	4+	1	15	-/11	2	[115] [5]
Hv Inf Troop [120] Orcish Skullpole <i>Special Rules:</i> Crushing Strength(1), Wild Charge(D3), Orcish Skullpole <b>Keywords:</b> Berserker, Orc	5	3+	-	4+	1	15	-/11	2	[115] [5]

Longax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [150] <i>Special Rules:</i> Crushing Strength(1), Phalanx <b>Keywords:</b> Orc	5	4+	-	5+	3	15	13/15	2	[150]
Hv Inf Regiment [150] <i>Special Rules:</i> Crushing Strength(1), Phalanx <b>Keywords:</b> Orc	5	4+	-	5+	3	15	13/15	2	[150]

Ax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [130] <i>Special Rules:</i> Crushing Strength(1) <b>Keywords:</b> Orc	5	4+	-	5+	3	12	13/15	2	[130]
Hv Inf Regiment [130] <i>Special Rules:</i> Crushing Strength(1) <b>Keywords:</b> Orc	5	4+	-	5+	3	12	13/15	2	[130]

Greatax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [255] Orcish Skullpole <i>Special Rules:</i> Crushing Strength(2), Orcish Skullpole <b>Keywords:</b> Orc	5	3+	-	4+	4	25	21/23	2	[250] [5]

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

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

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

Skulk Outriders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [105] Shortbows (18", Steady Aim) <i>Special Rules:</i> Crushing Strength(1), Nimble <b>Keywords:</b> Orc, Tracker	8	4+	5+	3+	1	7	10/12	3	[105]
Cav Troop [105] Shortbows (18", Steady Aim) <i>Special Rules:</i> Crushing Strength(1), Nimble <b>Keywords:</b> Orc, Tracker	8	4+	5+	3+	1	7	10/12	3	[105]

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]
Swm Horde [115] Wip's Playmates <i>Special Rules: Fury, Vicious(Melee), Wild Charge(D3) Keywords: Orcling</i>	5	5+	-	3+	1	24	13/15	1	[100] [15]

Fight Wagons*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [195] <i>Special Rules: Crushing Strength(1) Keywords: Orc</i>	7	3+	-	5+	2	18	-/15	3	[195]

War Drum	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [80] <i>Special Rules: Crushing Strength(1), Rallying(2 - Orc only) Keywords: Orc, Shrine</i>	5	4+	-	4+	1	3	-/11	2	[80]

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) Keywords: Giant</i>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]
Titan 1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant</i>	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [50] <i>Special Rules: Crushing Strength(1), Individual, Very Inspiring, Strength in Numbers Keywords: Orc</i>	5	4+	-	4+	0	1	9/11	2	[50]

Krusher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [75] Gore <i>Special Rules: Crushing Strength(2), Individual Keywords: Orc</i>	8	3+	-	5+	0	3	10/12	3	[50] [25]
Hero (Cav) 1 [75] Gore <i>Special Rules: Crushing Strength(2), Individual Keywords: Orc</i>	8	3+	-	5+	0	3	10/12	3	[50] [25]

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

Ulpagar the Mad [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 3 [120] Bane Chant (3) Fireball (7) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Ulpagar's Mad Magic, Magic of The Bloody Knife Tribe Keywords: Orc, Prophet</i>	5	4+	-	4+	0	1	-/12	2	[120] [0] [0]

Gakamak [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [220] <i>Special Rules: Crushing Strength(3), Fury, Individual, Mighty, Very Inspiring, Vicious(Melee) Keywords: Orc</i>	8	2+	-	5+	0	7	14/16	3	[220]

Wip the Outcast [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 1 [105] Heal (2) Hex (2) Lightning Bolt (3) Weakness (2) <i>Special Rules: Individual, Inspiring, Wip's Tribal Magic Keywords: Outcast</i>	6	5+	-	4+	0	1	11/13	2	[105] [0] [0] [0] [0]

Krudger on Gore Chariot	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cht) 1 [140] <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Thunderous Charge(1) Keywords: Orc</i>	8	3+	-	5+	1	5	13/15	3	[140]

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

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

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

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

**Total Units:** 35 **Total Unit Strength:** 53  
**Total Primary Core Points:** 5000 (100.0%)

Custom Rule	Description
Wip's Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde, Heavy Infantry Legion or unit of Wip's Playmates within 6", increase the amount of dice rolled with Heal, Hex, Lightning Bolt and Weakness by 1 to a maximum bonus of +3.
Ulggar's Mad Magic	For each friendly core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6" of Ulggar, increase the amount of dice rolled with Bane Chant and Fireball by 1, to a maximum bonus of +11.
Magic of The Bloody Knife Tribe	For each successful hit with Bane Chant, the target unit gains Lifeleech (+1) to a maximum of +3, until the start of the next turn.
Strength in Numbers	The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non- Individual Friendly Heavy Infantry Units within 6" of the Flagger.

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.
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.
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.
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 unimpeded Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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
<b>Bane Chant</b> 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.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Hex</b> 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.

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**Weakness**  
Range: 24"  
Enemy, CC

Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.