

Youngax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [115] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc	5	4+	-	4+	3	12	13/15	2	[115]
Hv Inf Regiment [115] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc	5	4+	-	4+	3	12	13/15	2	[115]
Hv Inf Regiment [115] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc	5	4+	-	4+	3	12	13/15	2	[115]

Ax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [215] <i>Special Rules:</i> Crushing Strength(1) Keywords: Orc	5	4+	-	5+	4	25	20/22	2	[215]

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

War Drum	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [80] <i>Special Rules:</i> Crushing Strength(1),Rallying(2 - Orc only) Keywords: Orc, Shrine	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:</i> Brutal, Crushing Strength(4),Fury, Strider, Slayer(Melee D6) Keywords: Giant	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:</i> Command, Crushing Strength(1),Individual, Very Inspiring, Strength in Numbers Keywords: Orc	5	4+	-	4+	0	1	9/11	2	[50]

Krusher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [95] Gore Inspiring Talisman <i>Special Rules:</i> Crushing Strength(2),Individual, Inspiring Keywords: Orc	8	3+	-	5+	0	3	10/12	3	[50] [25] [20]
Hero (Cav) 1 [80] Gore Blade of Slashing <i>Special Rules:</i> Crushing Strength(2),Individual Keywords: Orc	8	3+	-	5+	0	3	10/12	3	[50] [25] [5]
Hero (Cav) 1 [80] Gore Mace of Crushing <i>Special Rules:</i> Crushing Strength(2),Individual Keywords: Orc	8	3+	-	5+	0	3	10/12	3	[50] [25] [5]

Krudger on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [290] Staying Stone <i>Special Rules:</i> Command, Crushing Strength(3),Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc	10	3+	-	5+	2	10	18/19	6	[285] [5]
Hero (Titan) 1 [285] <i>Special Rules:</i> Command, Crushing Strength(3),Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc	10	3+	-	5+	2	10	17/19	6	[285]

Total Units:15Total Unit Strength:29

Total Primary Core Points:2300 (100.0%)

Custom Rule	Description
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
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
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.
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.
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.
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.
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.
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).

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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Inspiring Talisman	The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.