

Orcs (Evil)								
Ax								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Dwarven Ale							10	
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Staying Stone							5	
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Chalice of Wrath							15	
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Banner of the Griffin							25	
Greatax								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	3+	-	4+	25	21/23	240	Base Size: (25x25mm), Crushing Strength (2)
Horde(40)	5	3+	-	4+	25	21/23	240	Base Size: (25x25mm), Crushing Strength (2)
Krudger on Slasher								
								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	16/18	235	Hero (Mon), Crushing Strength (3), Fury, Inspiring
- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule							50	
(1)	10	3+	-	5+	10	16/18	235	Hero (Mon), Crushing Strength (3), Fury, Inspiring
- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule							50	
(1)	10	3+	-	5+	10	16/18	235	Hero (Mon), Crushing Strength (3), Fury, Inspiring
- Mount on a Winged Slasher instead, increasing Speed to 10 and gaining the Fly special rule							50	
Godspeaker								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	4+	2	10/12	75	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Fireball (9), Godspeaker, Individual
- Heal (2)							10	
- Shroud of the Saint							25	
(1)	5	3+	-	4+	2	10/12	75	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Fireball (9), Godspeaker, Individual
- Heal (2)							10	
- Inspiring Talisman							20	
Krusher								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)

8 3+ - 5+ 3 10/12

60 Hero (Inf), Crushing Strength (2),
Individual

- Mount on a Gore, increasing Speed to 8 and changing
to Hero (Cav)

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- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Dwarven Ale** The unit has the Headstrong special rule.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Godspeaker** For every friendly non-allied Horde or Legion within 6" (Excluding Orclings), increase the amount of dice rolled for all spells by 1.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Shroud of** Users with the Heal spell only. This item

the Saint increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

Staying Stone The unit has +1 to its Waver/Nerve value.