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## Orc Town

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Unit SizeSpMeRaDeAtNePtsHorde(40)44+-5+2521/23190ViciousSlave Orcs*InfanUnit SizeSpMeRaDeAtNePtsHorde(40)55+-4+2520/22150Base Size: (25x25mm), Crushing BelliedGargoyles*InfanDeAtNePtsUnit SizeSpMeRaDeAtNePtsTroop(10)104+-3+88/1080Base Size: (25x25mm), Fly, Regeneration (3+), ViciousAbyssal HalfbreedsInfanDeAtNePtsUnit SizeSpMeRaDeAtNePtsRegiment(10)V is part of Formati83+-4+1614/16195Crushing Strength (1), Regenerati (5+), Thunderous Charge (1), Vicious- Pipes of TerrorRegiment(10)Unit with Fire83+-4+1614/16195Crushing Strength (1), Regenerati (5+), Thunderous Charge (1), Vicious- Orcish SkullpoleSpMeRaDeAtNePtsAbyssal GrotesquesSpMeRaDeAtNePts- Orcish SkullpoleSpMeRaDeAtNePts- Orcish SkullpoleSpMeRaDeAtNePts	Abyssal Dwar	fs (Evil)									
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- Orcish Skullpole 5           Abyssal Grotesques         Sp         Me         Ra         De         At         Ne         Pts           Init Size         Sp         Me         Ra         De         At         Ne         Pts           Horde(6)         7         4+         -         5+         18         16/18         250         Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious           - Brew of Haste         -         5+         18         16/18         250         Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious           - Brew of Haste         -         5+         18         16/18         250         Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious           - Brew of Haste         -         5+         5         15         -           Slavedriver         -         Sp         Me         Ra         De         At         Ne         Pts           (1)         4         5+         5+         5+         6         14/16         200         Hero (Cav), Bhardoom!, Crushing	- Chalice of Wr	ath	_						15		
Abyssal GrotesquesSpMeRaDeAtNePtsUnit SizeSpMeRa $2$ $3$ <	Regiment(10)	Unit with Statue	8	3+	-	4+	16	14/16	195	(5+), Thunderous Charge (1),	
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Horde(6) $7$ $4+$ $ 5+$ $18$ $16/18$ $250$ Brutal, Crushing Strength (2), Regeneration (5+), Thunderous Charge (1), Vicious- Brew of Haste $ 5+$ $18$ $16/18$ $250$ Brutal, Crushing Strength (2), Regeneration (5+), Thunderous 	Abyssal Grote								Large Cavalry		
- Brew of Haste - Sp Me Ra De At Ne Pts (1) - Mero (Inf), Individual, Inspiring, Vicious - Sp Me Ra De At Ne Pts - St I 10/12 - St I	Unit Size		Sp	Me	Ra	De			Pts		
SlavedriverSpMeRaDeAtNePtsUnit SizeSpMeStStSt110/1250Hero (Inf), Individual, Inspiring, ViciousBrakki Barka[1]Fero (CaUnit SizeSpMeRaDeAtNePts(1)83+-5+614/16200Hero (Cav), Bhardoom!, Crushing, Crush	Horde(6)		7	4+	-	5+	18	16/18	250	Regeneration (5+), Thunderous	
Unit SizeSpMeRaDeAtNePts(1)45+-5+110/1250Hero (Inf), Individual, Inspiring, ViciousBrakki Barka[1]Hero (CaUnit SizeSpMeRaDeAtNePts(1)83+-5+614/16200Hero (Cav), Bhardoom!, Crushing, Crushi	- Brew of Haste								15		
(1)45+-5+110/1250Hero (Inf), Individual, Inspiring, ViciousBrakki Barka[1]Unit SizeSpMeRaDeAtNePts(1)83+-5+614/16200Hero (Cav), Bhardoom!, Crushing	Slavedriver Hero (Inf										
Brakki Barka[1]       Vicious         Unit Size       Sp       Me       Ra       De       At       Ne       Pts         (1)       8       3+       -       5+       6       14/16       200       Hero (Cav), Bhardoom!, Crushing	Unit Size		Sp	Me	Ra	De		Ne	Pts		
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(1) 8 $3+$ - $5+$ 6 $14/16$ 200 Hero (Cav), Bhardoom!, Crushing	Brakki Barka[1] Hero (C								Hero (Cav)		
	Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
	(1)		8	3+	-	5+	6	14/16	200		

								Regeneration (5+), Vicious		
Ba'su'su the Vile[1] Hero (Inf)										
Unit Size	Sp	Me	Ra	De	At	Ne	Pts			
(1)	10	3+	-	5+	8	14/16	220	Hero (Inf), Crushing Strength (2), Fly, Individual, Inspiring (Gargoyles only), Regeneration (5+), Vicious		
Bhardoom![1] Formation										
Unit Size	Sp	Me	Ra	De	At	Ne	Pts			
(0)	-	-	-	-	-	_/_	30	Formation: Bhardoom!		
Forces of the Abyss (Evil)										
Tortured Souls	,							Large Infantry		
Unit Size	Sp	Me	Ra	De	At	Ne	Pts			
Regiment(3)	10	4+	-	4+	9	-/15	145	Crushing Strength (1), Fly, Fury, Lifeleech (2), Shambling, Thunderous Charge (1)		
Abyssal Temptress Hero (Inf)										
Unit Size	Sp	Me	Ra	De	At	Ne	Pts			
(1)	10	3+	-	4+	5	11/13	90	Hero (Inf), Ensnare, Fly, Fury, Individual, Inspiring (Succubi only), Stealthy		
- Can have wings (gaining Fly and 10)	30									
							2350			

- **Bhardoom!** Because of his awesome battle-cry, and what that means to his own troops, Brakki Barka is Extremely Inspiring (this is the same as the Inspiring special rule, except that it has a range of 12").
- Brew of The unit has +1 Speed.

Haste

- Brutal When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Chalice of The unit gains the Fury Special Rule. Wrath
- Crushing All melee hits inflicted by the unit have a + (n) modifier when rolling to damage. Strength
- Ensnare When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- 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.
- **Formation:** Formation must contain:
- **Bhardoom!** 2x Abyssal Halfbreeds Regiments 1x Brakki Barka [1] Each unit in this formation is granted the Fury special rule and Brakki Barka is granted the Dread special rule.
- While wavered, this unit may declare a Counter-Charge. Fury

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 additionals -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.

- If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must Inspiring re-roll that Nerve test. The second result stands.
- In a melee, this unit regains one point of damage it has previously suffered for every point of Lifeleech damage it deals, up to a maximum of n.

Orcish Skullpole The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.

**Pipes of** The unit has the Brutal special rule.

Terror

**Regeneratio** Every time this unit receives an 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 3+, the unit recovers a point of damage.

**Regeneratio** Every time this unit receives an 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 5+, the unit recovers a point of damage.

**Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

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

**Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.

**Thunderous** All melee hits inflicted by the 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 1 when Hindered.

## **Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

Yellow-Bellied When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge