

ORCanada

Orcs (Evil)								
Ax								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	5+	12	13/15	125	Base Size: (25x25mm), Crushing Strength (1)
Skulks								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	5+	5+	3+	8	9/11	75	Base Size: (25x25mm), Bows (Range 24"), Crushing Strength (1), Vanguard
Troop(10)	6	5+	5+	3+	8	9/11	75	Base Size: (25x25mm), Bows (Range 24"), Crushing Strength (1), Vanguard
Troop(10)	6	5+	5+	3+	8	9/11	75	Base Size: (25x25mm), Bows (Range 24"), Crushing Strength (1), Vanguard
Gore Riders								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	13/15	185	Crushing Strength (1), Thunderous Charge (1)
- Maccwar's Potion of the Caterpillar							20	
Regiment(10)	8	3+	-	5+	16	13/15	185	Crushing Strength (1), Thunderous Charge (1)
- Whip of Celerity							10	
Regiment(10)	8	3+	-	5+	16	13/15	185	Crushing Strength (1), Thunderous Charge (1)
- Blade of Slashing							5	
Gore Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	3+	-	5+	9	12/14	140	Base Size: (50x100mm), Crushing Strength (1), Thunderous Charge (2)
- Dwarven Ale							10	
Krudger on Ancient Winged Slasher								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	13	17/19	305	Hero (Mon), Base Size: (75x75mm), Brutal, Critter's Call (8), Crushing Strength (3), Fly, Fury, Inspiring
- Goblin Stabby Sneak (+1 Attacks)							15	
- Critter's Call (8) (L)							20	
- Blessing of the Gods							25	
(1)	10	3+	-	5+	13	17/19	305	Hero (Mon), Base Size: (75x75mm), Brutal, Crushing Strength (3), Fly, Fury, Inspiring
- Goblin Stabby Sneak (+1 Attacks)							15	
- Brew of Haste							15	
Colossal Giant								Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)

**Skulk Stalkers[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: Skulk Stalkers

**Krusher Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	3	10/12	60	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Individual
- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav)							15	

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<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blessing of the Gods</b>	The unit has the Elite special rule.
<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Brutal</b>	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.
<b>Critter's Call</b>	24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Dwarven Ale</b>	The unit has the Headstrong special rule.
<b>Fly</b>	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.
<b>Formation: Skulk Stalkers</b>	Formation must contain: 3x Skulks Troops 1x Krusher Each unit of Skulks in this formation is granted the Steady Aim special rule. The Krusher in this formation has a Bow and Ra value of 4+.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Individual</b>	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.
<b>Inspiring</b>	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.

- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** 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.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".