

# STICK AN ORC INNIT



EVIL

## Shock Troops

## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	30	20/22	220
Sir Jesse's Boots of Striding Plague Pots Upgrade with Heavy Halberds, gaining Phalanx									15 15 25
Crushing Strength (1), Rallying (1 - Horde only), Phalanx Keywords: Mob, Ratkin									[275]
Horde(40)	6	4	-	4	2	4	30	20/22	220
Maccwar's Potion of the Caterpillar Plague Pots Upgrade with Heavy Halberds, gaining Phalanx									20 15 25
Crushing Strength (1), Rallying (1 - Horde only), Phalanx Keywords: Mob, Ratkin									[280]
Horde(40)	6	4	-	4	2	4	30	20/22	220
Plague Pots Upgrade with Heavy Halberds, gaining Phalanx									15 25
Crushing Strength (1), Rallying (1 - Horde only), Phalanx Keywords: Mob, Ratkin									[260]

## Clawshots\*

## Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									
Troop(10)	6	5	4	5	2	1	5	8/10	[95]
Long Rifles (36", Piercing (2), Reload) Keywords: Ratkin, Tek									

## Weapon Team

## War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	5	2	0	10	8/10	[85]
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek									
1	6	-	4	5	2	0	10	8/10	[85]
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek									
1	6	-	4	5	2	0	10	8/10	[85]
Nimble Blight Spewer (12", Piercing (1), Steady Aim) Keywords: Ratkin, Tek									

## Death Engine Impaler

## Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	4	-	5	5	1	D6+7	-/16	[180]
Crushing Strength (2), Rampage (Melee - D6), Vicious (Melee), Wild Charge (D3) Keywords: Ratkin, Tek									

<b>War Chief</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	11/13	85	
Aura (Vicious (Melee) - Infantry only)										15
Crushing Strength (1), Individual, Inspiring, Mighty, Aura (Vicious (Melee) - Infantry only)										[100]
Keywords: Ratkin										

<b>Tangle [1]</b>										<b>Titan Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	3	1	9	-/14	[160]	
Aura (Fury), Inspiring, Nimble, Rallying (1), Regeneration (6+), Tangle, Vicious (Melee)										
Spells: Bane Chant (1), Fireball (10), Mind Fog (1), Weakness (1)										
Keywords: Ratkin, Shrine										

<b>Mother Cryza [1]</b>										<b>Hero (LrgInf) Spellcaster: 3</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	13/15	165	
Veil of Shadows (2) [1]										25
Cloak of Death, Crushing Strength (1), Ensnare, Inspiring, Nimble, Stealthy										[190]
Spells: Lightning Bolt (5), Veil of Shadows [1] (2)										
Keywords: Brood Mother, Ratkin, Tek										

<b>Scudku-z'luk, Demonspawn of Diew [1]</b>										<b>Hero (Ttn) Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	13	17/19	[345]	
Crushing Strength (3), Fly, Inspiring, Nimble, Rallying (2)										
Spells: Lightning Bolt (5)										
Keywords: Abomination, Abyssal										

## **ORCS** **EVIL**

<b>Morax</b>										<b>Heavy Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]	
Crushing Strength (1), Wild Charge (D3)										
Keywords: Berserker, Orc										

<b>War Drum</b>										<b>Monster</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	1	3	-/11	80	
Upgrade the unit with Dread										15
Crushing Strength (1), Rallying (2 - Orc only), Dread										[95]
Keywords: Orc, Shrine										

Total Unit Strength: 23

Total Core: 2330 (89.6%)

Total Ally: 270 (10.4%)

Total Units: 16

## **SPECIAL RULES AND SPELLS:**

**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.

**Bane Chant** Spell: 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>Cloak of Death</b>	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dread</b>	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Mind Fog</b>	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
<b>Nimble</b>	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.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Plague Pots</b>	Once per game, at the start of your Turn, you may choose to give the unit the <i>Ensnare</i> and <i>Stealthy</i> special rules until the start of your next Turn. The unit's Plague Pots are then destroyed and cannot be used again for the remainder of the game.
<b>Rallying</b>	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 <i>Rallying</i> are in range.
<b>Rampage</b>	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
<b>Regeneration</b>	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.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Tangle</b>	For each Friendly Core Infantry Regiment, Infantry Horde, Infantry Legion or unit with the Vermin keyword within 6", increase the amount of dice rolled with Bane Chant, Fireball, Mind Fog and Weakness by 1 to a maximum bonus of +3. Note: Base size cannot be increased beyond 75x75mm.
<b>Veil of Shadows [1]</b>	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Weakness</b>	Spell: 24", 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 a natural six will still cause damage, however). This effect only applies once - multiple castings on the same target have no effect.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.