

Orc

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)
- Pipes of Terror							15	
Regiment(20)	5	4+	-	5+	12	13/15	125	Base Size: (25x25mm), Crushing Strength (1)
Horde(40)	5	4+	-	5+	25	20/22	205	Base Size: (25x25mm), Crushing Strength (1)
- Kaba's Holy Hand Grenades							25	
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
Troop(10)	6	5+	5+	3+	8	9/11	75	Base Size: (25x25mm), Bows (Range 24"), Crushing Strength (1), Vanguard
Trolls*								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	9	11/14	125	Crushing Strength (2), Regeneration (5+)
Regiment(3)	6	4+	-	5+	9	11/14	125	Crushing Strength (2), Regeneration (5+)
Gore Riders								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	8	10/12	120	Crushing Strength (1), Thunderous Charge (1)
Troop(5)	8	3+	-	5+	8	10/12	120	Crushing Strength (1), Thunderous Charge (1)
Gore Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	7	3+	-	5+	9	11/13	140	Base Size: (50x100mm), Crushing Strength (1), Thunderous Charge (2)
Krudger								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	6	12/14	130	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Individual, Inspiring
- Goblin Stabby Sneak (+1 Attacks)							15	
- Mount on a Gore, increasing Speed to 8 and changing							20	

to Hero (Cav)	
- Brew of Courage	15

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Godspeaker Hero (Inf)

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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	
- Medallion of Life							35	

Giant **Monster**

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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	(D 6+ 6)*	17/19	190	Brutal, Crushing Strength (3), Fury, Strider

War Drum Monster

War Drum Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)

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Brew of Courage	When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
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.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Fireball	Spell. Range 12"
Fury	While wavered, this unit may declare a Counter-Charge.
Godspeaker	For every friendly non-allied Horde within 6", increase the amount of dice rolled for all spells by 1.
Great Thunder	While within 6" of one or more war drums, friendly nonallied units have +2 to their waver and rout nerve values. War Drums themselves are not affected by this rule.
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	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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 (including against Individual War Engines). 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</p>
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.
Kaba's Holy Hand Grenades	The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of modifiers. The attack also has the Blast (D6) and Piercing (2) special rule.
Medallion of Life	This artefact can only be used by Heroes. The Hero has the Regeneration(5+) special rule.
Pipes of Terror	The unit has the Brutal special rule.
Regeneration (5+)	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.

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 or during Hindered charges.

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.