

Orcs (Evil)

| Ax | | | | | | | Infantry | |
|------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------------|---|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| Regiment(20) | 5 | 4+ | - | 5+ | 12 | 13/15 | 125 | Base Size: (25x25mm), Crushing Strength (1) |
| Regiment(20) | 5 | 4+ | - | 5+ | 12 | 13/15 | 125 | Base Size: (25x25mm), Crushing Strength (1) |

Greatax

| Greatax | | | | | | | Infantry | |
|-------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------------|---|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| Horde(40) | 5 | 3+ | - | 4+ | 25 | 21/23 | 240 | Base Size: (25x25mm), Crushing Strength (2) |
| - Brew of Courage | | | | | | | 15 | |

Orclings*

| Orclings* | | | | | | | Large Infantry | |
|------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------------------|---------------------|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| Regiment(3) | 5 | 5+ | - | 3+ | 12 | 10/12 | 60 | Height (0), Vicious |
| Regiment(3) | 5 | 5+ | - | 3+ | 12 | 10/12 | 60 | Height (0), Vicious |

Gore Riders

| Gore Riders | | | | | | | Cavalry | |
|-------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|----------------|--|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| Regiment(10) Wizard on Lizard | 8 | 3+ | - | 5+ | 16 | 13/15 | 185 | Crushing Strength (1), Thunderous Charge (1) |
| - Dwarven Ale | | | | | | | 10 | |
| Regiment(10) | 8 | 3+ | - | 5+ | 16 | 13/15 | 185 | Crushing Strength (1), Thunderous Charge (1) |

Krudger on Slasher

| Krudger on Slasher | | | | | | | Hero (Mon) | |
|--|-----------|-----------|-----------|-----------|-----------|-----------|-------------------|--|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| (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 | |
| - Brew of Haste | | | | | | | 15 | |

Flagger

| Flagger | | | | | | | Hero (Inf) | |
|-------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-------------------|--|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| (1) | 5 | 4+ | - | 4+ | 1 | 9/11 | 50 | Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Individual, Inspiring |
| - Lute of Insatiable Darkness | | | | | | | 25 | |

Gakamak[1]

| Gakamak[1] | | | | | | | Hero (Inf) | |
|---|-----------|-----------|-----------|-----------|-----------|-----------|-------------------|--|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| (1) | 8 | 2+ | - | 5+ | 7 | 13/15 | 210 | Hero (Inf), Base Size: (25x25mm), Crushing Strength (3), Fury, Individual, Very Inspiring, Vicious |
| - Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav) | | | | | | | 30 | |

War Drum

| War Drum | | | | | | | Monster | |
|------------------|-----------|-----------|-----------|-----------|-----------|-----------|----------------|--|
| <u>Unit Size</u> | <u>Sp</u> | <u>Me</u> | <u>Ra</u> | <u>De</u> | <u>At</u> | <u>Ne</u> | <u>Pts</u> | |
| (1) | 5 | 4+ | - | 4+ | 3 | -/11 | 80 | Crushing Strength (1), Great Thunder, Height (1) |

| 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) | | | | | | | 15 | |
| (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) | | | | | | | 15 | |

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) |

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|------------------------------------|--|
| Brew of Courage | When testing Nerve against this unit, the enemies suffer an additional -1 to their total. |
| Brew of Haste | The unit has +1 Speed. |
| 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. |
| 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. |
| Great Thunder | This unit has the Rallying (2) special rule. Rallying! (n): Friendly, non-allied units within 6" of this unit have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range. Only the Rout value of Fearless units is affected by Rallying! |
| 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. 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.</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. |
| Lifeleech | In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n. |
| Lute of Insatiable Darkness | <p>This artefact can only be used by Heroes.</p> <p>The Hero has the Bane-Chant (2) spell.</p> |
| Shambling | The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move. |

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 (to a minimum of zero) when Hindered.

Very Inspiring This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.

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