

ORC TOWN GT



RIFTFORGED ORCS

EVIL

Unforged Orcs

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
Crushing Strength (1) Keywords: Orc									
Regiment(20)	5	4	-	4	2	3	12	13/15	[115]
Crushing Strength (1) Keywords: Orc									

Riffforged Legionaries

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	5	2	4	25	21/23	250
Blessing of the Gods									
									30
Crushing Strength (1) Keywords: Riffforged									
Horde(40)	5	3	-	5	2	4	25	21/23	250
Pipes of Terror									
									10
Crushing Strength (1) Keywords: Riffforged									

Rifffwalkers*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	7	4	-	5	2	1	10	-/12	120
Blade of Slashing									
									5
Crushing Strength (1), Fly, Nimble, Strider Keywords: Riffforged									
Troop(10)	7	4	-	5	2	1	10	-/12	[120]
Crushing Strength (1), Fly, Nimble, Strider Keywords: Riffforged									

Helstrikers

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	-	5	4	3	18	15/17	265
Maccwar's Potion of the Caterpillar									
									20
Brutal, Crushing Strength (1), Fly, Lifeleech (1), Thunderous Charge (1) Keywords: Manticore, Riffforged									
Horde(6)	10	3	-	5	4	3	18	15/17	265
Sir Jesse's Boots of Striding									
									15
Brutal, Crushing Strength (1), Fly, Lifeleech (1), Thunderous Charge (1) Keywords: Manticore, Riffforged									

Stormforged Shrine [1]

Titan
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	5	4	1	8	-/17	[190]
Anvil of the Rift, Aura (Fury), Crushing Strength (1), Inspiring, Power of the Rift Spells: Bane Chant (1), Host Shadowbeast (4), Lightning Bolt (3) Keywords: Riffforged, Shrine									

Ambarox										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	4	3	1	3	10/12	[115]	
Nimble										
Energy Blast (24", Blast (D3), Piercing (1), Steady Aim)										
Keywords: Insectoid										
1	5	4	4	4	3	1	3	10/12	[115]	
Nimble										
Energy Blast (24", Blast (D3), Piercing (1), Steady Aim)										
Keywords: Insectoid										
1	5	4	4	4	3	1	3	10/12	[115]	
Nimble										
Energy Blast (24", Blast (D3), Piercing (1), Steady Aim)										
Keywords: Insectoid										
Stormbringer										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	13/15	100	
Scythe of the Harvester										15
Upgrade with a Mount, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										35
Gain Stormstrike										10
										[160]
Crushing Strength (2), Individual, Inspiring, Mighty, Stormstrike										
Keywords: Riftforged										
Stormcaller										Hero (Hv Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	1	11/13	85	
Inspiring Talisman										20
Bane Chant (2)										20
Veil of Shadows (3) [1]										30
										[155]
Crushing Strength (1), Individual										
Spells: Lightning Bolt (4), Bane Chant (2), Veil of Shadows [1] (3)										
Keywords: Riftforged										
Thonaar [1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	14/16	[170]	
Crushing Strength (2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck										
Keywords: Riftforged										

Total Unit Strength: 26
Total Core: 2600 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Anvil of the Rift	After successfully casting Bane Chant or Host Shadowbeast, the Stormforged Shrine may choose to cast either spell again with 1 less die on another appropriate Riftforged unit within 12" regardless of Line of Sight. This may continue until a casting is failed, no unit may be targeted twice with the same spell.
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 <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Host Shadowbeast	Spell: 12", Friendly, Individuals only, CC - For each hit scored, the target unit gains +1 attacks when attacking in Melee for the rest of the Turn. Multiple, subsequent castings from different sources are not cumulative.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Power of the Rift	For each other friendly core Rifforged unit within 6", increase the amount of dice rolled with Bane Chant, Host Shadowbeast, Lightning Bolt by 1 to a maximum bonus of +3
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Stormstrike	Any natural rolls of 6 to hit are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Thunderstruck	Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn.
Veil of Shadows [1]	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.