

# ORCS SMASH TOURNAMENT



## ORCS

## EVIL

### Morax

### Heavy Infantry

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									
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									

### Ax

### Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	25	20/22	215
Chalice of Wrath Orcish Skullpole									15
Crushing Strength (1) Keywords: Orc									5
									[235]

### Greatax

### Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	250
Aegis of the Elohi Orcish Skullpole									15
Crushing Strength (2) Keywords: Orc									5
									[270]

### Skulks\*

### Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	5	3	2	1	8	9/11	[85]
Crushing Strength (1), Scout Shortbows (18") Keywords: Orc, Tracker									
Troop(10)	5	5	5	3	2	1	8	9/11	[85]
Crushing Strength (1), Scout Shortbows (18") Keywords: Orc, Tracker									

### Fight Wagons\*

### Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(6)	7	3	-	5	3	4	30	-/20	285
Brew of Strength									40
Crushing Strength (1) Keywords: Orc									[325]

### War Drum

### Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	1	3	-/11	[80]
Crushing Strength (1), Rallying (2 - Orc only) Keywords: Orc, Shrine									

<b>Krudger on Winged Slasher</b>										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	285	
Custom name: WAAAAAGGHHHH!!!!!! Pipes of Terror									10	
Crushing Strength (3), Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc									[295]	
<b>Flagger</b>										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	9/11	[50]	
Custom name: Pro orc supporter (and anti dwarf) Crushing Strength (1), Individual, Inspiring Keywords: Orc										
<b>Godspeaker</b>										Hero (Hv Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	10/12	70	
Shroud of the Saint Heal (2)									30	
Crushing Strength (1), Individual, Tribal Magic Spells: Fireball (7), Heal (2) Keywords: Orc									15	
									[115]	
<b>Morax Mansplitter</b>										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	4	4	2	0	6	-/14	105	
Blade of Slashing									5	
Aura (Thunderous Charge (1) - Berserker only), Crushing Strength (1), Individual, Wild Charge (D3) Throwing Ax (12", Att: 1, Piercing (1)) Keywords: Berserker, Orc									[110]	

Total Unit Strength: 22  
 Total Core: 2000 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
<b>Aura</b>	(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.
<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>Brew of Strength</b>	The unit gains the <i>Crushing Strength (+1)</i> special rule.
<b>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: 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>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<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>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>Orcish Skullpole</b>	Once per game, before the unit rolls to damage in melee, you may choose to give the unit the <i>Brutal</i> special rule for the remainder of the Turn. The unit's Orcish Skullpole is then destroyed and cannot be used again for the remainder of the game.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Rallying</b>	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
<b>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
<b>Thunderous Charge</b>	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).
<b>Tribal Magic</b>	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by 1, to a maximum bonus of +3.
<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.