

# Simon Cooper, MOGA at Northern Kings GT

## Orcs [2300]

2300 / 2300 VALID

Ax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Legion [350]	5	4+	-	5+	5	30	26/28	2	[310]
Brew of Strength									[40]
Special Rules: Crushing Strength(2) Keywords: Orc									
Hv Inf Legion [355]	5	3+	-	5+	5	30	26/28	2	[310]
Brew of Sharpness									[45]
Special Rules: Crushing Strength(1) Keywords: Orc									

Gore Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [120]	8	3+	-	5+	1	8	10/12	3	[120]
Special Rules: Crushing Strength(1),Thunderous Charge(1) Keywords: Orc									
Cav Regiment [185]	8	3+	-	5+	3	16	13/15	3	[185]
Special Rules: Crushing Strength(1),Thunderous Charge(1) Keywords: Orc									

Orclings*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [60]	5	5+	-	3+	1	12	10/12	1	[60]
Keywords: Orcling									
Swm Regiment [60]	5	5+	-	3+	1	12	10/12	1	[60]
Keywords: Orcling									
Swm Regiment [60]	5	5+	-	3+	1	12	10/12	1	[60]
Keywords: Orcling									

Fight Wagons*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [305]	7	3+	-	5+	4	30	-/20	3	[285]
Helm of the Drunken Ram									[20]
Special Rules: Crushing Strength(1),Thunderous Charge(1) Keywords: Orc									

War Drum	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [80]	5	4+	-	4+	1	3	-/11	2	[80]
Special Rules: Crushing Strength(1),Rallying(2 - Orc only) Keywords: Orc, Shrine									
Cht 1 [110]	8	4+	-	4+	1	3	-/11	3	[80]
War Wagon									[30]
Special Rules: Crushing Strength(1),Rallying(2 - Orc only),Nimble Keywords: Orc, Shrine									

Godspeaker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 1 [110]	5	4+	-	4+	0	1	10/12	2	[25]
Inspiring Talisman									[20]
Bane Chant (2)									[30]
Heal (2)									[35]
Special Rules: Crushing Strength(1),Individual, Tribal Magic, Inspiring Keywords: Orc									

Gakamak [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [220]	8	2+	-	5+	0	7	14/16	3	[220]
Special Rules: Command, Crushing Strength(3),Fury, Individual, Mighty, Very Inspiring, Vicious(Melee) Keywords: Orc									

Krudger on Winged Slasher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [285]	10	3+	-	5+	2	10	17/19	6	[285]
Special Rules: Command, Crushing Strength(3),Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc									

Total Units:13Total Unit Strength:25

Total Primary Core Points:2300 (100.0%)

Custom Rule	Description
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword within 6" of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of three.

Special Rule	Description
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Rallying	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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword within 6" of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of three.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
<b>Bane Chant</b> 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>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Inspiring Talisman	The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.