

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)
Regiment(20)	5	4+	-	5+	12	13/15	125	Base Size: (25x25mm), Crushing Strength (1)
Greatax								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	3+	-	4+	25	21/23	240	Base Size: (25x25mm), Crushing Strength (2)
- Brew of Courage							15	
Orclings*								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
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								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
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								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(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								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(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]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(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								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(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)

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	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. Move Individuals have the Nimble special rule. 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. 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.
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.
Lifefeech	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	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
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.