

What I have painted RfO!

2300 / 2300 VALID

Riffforged Orcs [2300]

Thunderseers Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240] Visions from the Rift Staying Stone <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Spellward, Visions from the Rift <i>Keywords:</i> Cyclops, Riffforged	6	4+	-	5+	3	30	16/17	3	[225] [10] [5]
Horde (6) [235] Visions from the Rift <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Spellward, Visions from the Rift <i>Keywords:</i> Cyclops, Riffforged	6	4+	-	5+	3	30	15/17	3	[225] [10]

Tundra Wolves* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [115] <i>Special Rules:</i> Nimble, Thunderous Charge(1) <i>Keywords:</i> Beast, Tundra Wolf	9	3+	-	4+	1	9	10/12	2	[115]

Helstrikers Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [280] Sir Jesse's Boots of Striding <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1) <i>Keywords:</i> Manticore, Riffforged	10	3+	-	5+	3	18	15/17	4	[265] [15]
Horde (6) [300] Wine of Elvenkind <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1), Nimble <i>Keywords:</i> Manticore, Riffforged	10	3+	-	5+	3	18	15/17	4	[265] [35]
Horde (6) [285] Helm of the Drunken Ram <i>Special Rules:</i> Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(2) <i>Keywords:</i> Manticore, Riffforged	10	3+	-	5+	3	18	15/17	4	[265] [20]

Thonaar [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170] <i>Special Rules:</i> Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck <i>Keywords:</i> Riffforged	8	3+	-	5+	0	6	14/16	3	[170]

Stormbringer on Helstrike Manticore Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [185] The Scrying Gem <i>Special Rules:</i> Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble <i>Keywords:</i> Riffforged, Manticore	10	3+	-	5+	1	5	13/15	4	[160] [25]

Vohdler [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [190] <i>Special Rules:</i> Crushing Strength(2), Inspiring, Nimble, Pathfinder, Spellward, Visions from the Rift, Grand Seer <i>Keywords:</i> Cyclops, Riffforged	6	3+	-	6+	1	7	-/15	3	[190]

Stormbringer on Winged Slasher Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [300] Mace of Crushing Stormbreath (12", Steady Aim) <i>Special Rules:</i> Crushing Strength(3), Fly, Fury, Inspiring, Nimble <i>Keywords:</i> Draconic, Riffforged	10	3+	4+	5+	1	10	17/19	6	[295] [5]

Total Units: 10 **Total Unit Strength:** 19
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Grand Seer	The [2] restriction for Visions from the Rift is lifted from any army that includes Vohdler.
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.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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

Brutal and Dread 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 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 6 inches 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.
Lifefeech	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. Lifefeech has a maximum total of 3.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
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).
Visions from the Rift	After deployment and all Scout moves have been completed by both players, but before rolling for first turn, this unit may be picked up and redeployed anywhere in the controlling players deployment zone.

Spell	Description	Special Rules
Artefact	Description	
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.	
Staying Stone	The unit gains +1 to its Wavering stat value.	
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.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.	
Wine of Elvenkind	The unit gains the Nimble special rule.	