



120 pts (4.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Death from Above** **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



ORC CHIEF #1
Orc Chief - Standard - Infantry - 25x25

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	X	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Orc	3	X	4	1	3	Hand Weapon

Options	General • Shield • Common Orc
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Bring the Pain				
Mf	8+	18"	Translation missing: en.magic_spell.type_target.Hex	One Turn
<i>Failed to-hit rolls with Close Combat Attacks against the target must be rerolled.</i>				

Model Rules

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Orc Chief #1

