



OGRE KHANS

ROKIDE - 170 POINTS



0 pts (0.00 %) Characters (40 Max) 0 pts (0.00 %) Core (25 Least) 0 pts (0.00 %) Special (0 NoLimit) 170 pts (4.00 %) Powder Keg (35 Max) 0 pts (0.00 %) Chained Beasts (30 Max)

Powder Keg



TRIBERS

Bombardiers x3 - Large - Infantry - 40x40

170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Scoring, Scrapling Lookout, Hand Cannon	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Bombardier	3	3	4	1	2

Sons of the Avalanche

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Children of Umi				
Mf	(6+) {8+}	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn

*All Melee Attacks against the target suffer -1 to wound.
{In addition, all Shamans in the target unit gain +1 Resilience.}*

Model Rules

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Hand Cannon: Shooting Weapon.
Range 24", Shots D6, Str 4, AP 2, Quick to Fire.

Heavy Armour: +2 Armor

Light Armour: Armor +1

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scrapling Lookout: If a unit includes a Standard Bearer or a Battle Standard Bearer with Scrapling Lookout, there must be fewer than 3 R&F models before hits can be distributed onto Characters with the same Type and Height as the unit.

Sons of the Avalanche: The model part gains **Impact Hits (1)**. If its unit has 2 or more Full Ranks, the model part gains **Impact Hits (2)**. A Character with Sons of the Avalanche instead gains **Impact Hits (D3)**, or **Impact Hits (D3+1)** if its unit has 2 or more Full Ranks. In addition, the model is immune to the effects of Fear from enemy models.

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.

lonskins

Tribers

Tribers

