



0 pts (0.00 %) **180 pts (4.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Special **Core** **Characters** **Big 'n Nasty** **Death from Above**
 (0 NoLimit) (25 Least) (40 Max) (30 Max) (15 Max)

Core

Core

COMMON ORCS #1
Common Orcs x20 - Standard - Infantry - 25x25

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Orc	4	3	3	3	4	1	2	1	7	Infantry
Model Rules	Scoring • Light Armour									

Magics

Model Rules

Light Armour:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

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.

Common Orcs #1

