



0 pts (0.00 %) 0 pts (0.00 %) 445 pts (22.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Death from Above Big 'n Nasty Characters Core Special
(15 Max) (30 Max) (40 Max) (25 Least) (0 NoLimit)

Characters



ORC WARLORD #1
Orc Warlord - Standard - Infantry - 25x25

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	7	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Common Orc	4	7	5	2	4	Hand Weapon

Options	General • Iron Orc • Plate Armour • Shield • Crown of Autocracy • Omen of the Apocalypse
----------------	--

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Bring the Pain				
<i>Mf</i>	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>				

Magic items

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Omen of the Apocalypse: Roll a single D3 at the Initiative Step in which the wielder is attacking. During this Initiative Step, the wielder gains a modifier equal to the result of the D3 roll to its Attack Value, Strength, and Armour Penetration while using this weapon. Attacks made with this weapon become **Magical Attacks**.

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

Your 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 Warlord #1

