



0 pts (0.00 %)	0 pts (0.00 %)	0 pts (0.00 %)	0 pts (0.00 %)
Powder	Chained	Characters	Special
Keg	Beasts	(40 Max)	(0 NoLimit)
(35 Max)	(30 Max)		

Core

Core

BRUISERS #1

Bruisers x6 - Standard - Infantry - 40x40mm

489 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Bruisers	6	3	3	4	4	3	2	3	8	Monstrous Infantry
Model Rules	Scoring • Sons of the Avalanche • Great Weapon • Heavy Armour									

Options	Champion • Musician • Standard Bearer
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Magics

Model Rules

Great Weapon:

Heavy 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.

Sons of the Avalanche: Models on foot with this special rule gain Impact Hits (1). Characters on foot with this special rule gain Impact Hits (D3). All models with Sons of the Avalanche are immune to the effects of Fear.

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.

