



210 pts (5.00 %) **0 pts (0.00 %) Core** 0 pts (0.00 %) **Special** 0 pts (0.00 %) **Death from Above** 0 pts (0.00 %) **Big 'n Nasty**
 (40 Max) (25 Least) (0 NoLimit) (15 Max) (30 Max)

Characters



ORC WARLORD #1

Orc Warlord - Standard - Infantry - 25x25mm

210 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Bring the Pain</i>				
<i>Mf</i>	8+	18"	Hex	Last 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 Warlord #1

