

ASGARL THE OVERTYRANT OF THE SKIES



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Sceptre of the Sky Tyrant	2"	2	3+	2+	-4	6
Golden Greatblade	1"	5	3+	3+	-2	D3
Gulping Bite	1"	1	3+	3+	-	1

DESCRIPTION

Asgarl the Overtyrant of the Skies is a named character that is a single model. He is armed with the Sceptre of the Sky Tyrant and a Golden Greatblade

ABILITIES

High Overtyrant, Grand Paymaster: The position of Overtyrant means having absolute authority, and immense wealth. Asgarl's previous life as a maneater paymaster has helped him in attaining, and most importantly keeping, his high standing.

This model must be chosen as the general for your army.

In addition, units wholly within 18" of this model automatically pass all Morale tests.

Scepter of the Sky Tyrant: Scepter of the Sky Tyrant is set with large chunks of Realmstone from 6 realms, and forged from pure Ur-Gold. This unique combination makes the scepter an immeasurable nexus of magical power as it disrupts and absorbs magic from the air around it.

The damage inflicted by a successful attack made with Sceptre of the Sky Tyrant is 6 Mortal Wounds instead of normal wounds if the target has the WIZARD or PRIEST keywords. FYRESLAYER units may re-roll all to wound rolls that target this model.

In addition, each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 2+, ignore the effects of that spell or endless spell on this unit.

Crown of Ghyran: The Crown of Ghyran is an ancient artefact made from Sigmarite and Cyclestone. It grants its wearer immense regenerative abilities and longevity.

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

In addition you can heal up to D3 wounds allocated to this model at the beginning of every hero phase.

Masterful Parry: Once Asgarl bore two Golden Greatblades to battle, and grew to become a master fencer on Ogor scale. Despite only wielding one such blade now, the defensive style he developed to protect his paychests is still rooted deep in his muscle memory.

In the beginning of the combat phase, you can choose

to have Asgarl the Overtyrant of the Skies to adopt a defensive stance. If you do so, do not roll for attacks with Golden Greatblade when this model is chosen to attack. Instead add +1 to this models saving rolls and -1 to hit and wound rolls targeting this model.

Wealth Beyond Measure: Asgarl carries chests full of coin, gold, realmstone and even warpstone with him everywhere to make sure he can pay off whatever catches his fancy. Such riches have application on the battlefield as great bribes that can make anyone turn their allegiance for a moment.

This model starts the battle with 3 Bribe tokens. When you use a Bribe token, choose an enemy unit that does not have the DEATH keyword within 3" of this model to be the target of the Bribe, and choose one of the following options:

Go fetch!: The enemy unit must immediately make a normal retreat move.

Fight it amongst yourselves!: Roll a dice for each model in the enemy unit. For each 4+ that unit suffers a mortal wound.

Get out of here!: The enemy unit must make an immediate Morale test with a -3 modifier.

Crushing Bulk: This model is treated as a MONSTER for the purposes of the Trampling Charge battle trait (Ogor Mawtribes battletome pg 71).

Maffs: Maffs is one in a long line of identically named Gnoblars that serve the overtyrant as a living abacus in order to keep track of the ever growing and diminishing wealth of the Barak Ogrikhazi. Being a Gnoblar, Maffs isn't always accurate, and will notify his tyrant if he notices a discrepancy.

At the beginning of your hero phase, roll a dice. On a 4+ you gain a command point and a Bribe token.

COMMAND ABILITY

Double Pay: Use this You can use this command ability at the start of your hero phase. If you do so, choose D3 BARAK OGRIKHAZI units wholly within 12" of this model. Until the beginning of your next hero phase, the chosen units can re-roll all failed to hit and to wound rolls, and all charge rolls.

KEYWORDS

DESCRUTION, OGOR, HERO, OGOR MAWTRIBES, BARAK OGRIKHAZI, ASGARL, MANEATER