GROTMAS GITZ [LEGENDS] 40 PTS

M	T	Sv	W	LD	OC
10"	3	4+	5	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bludgeoning bag of gifts	Melee	3	3+	3	0	1
Massive gift-filled gob EXTRA ATTACKS	Melee	3	4+	4	-2	2

ABILITIES

Bludgeoning Cheer
Each time this model ends a Normal, Advance, Fall Back or Charge move, select one enemy unit within 3" of this model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.

Gifts for All! (Aura)
While a GRETCHIN unit is within 6" of this model, that unit's Thievin' Scavengers ability is successful on D6 rolls of 2+, instead of rolls of 4+.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

1x Grotmas Gitz [Legends]

Equipped with: Bludgeoning bag of gifts, Massive gift-filled gob

KEYWORDS: Epic Hero, Character, Mounted, Gretchin, Fly, Grotmas Gitz
FACTION KEYWORDS: Orks

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CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts D6+4"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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FACTION KEYWORDS: Orks