MAD DOK GROTSNIK [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
6"	5	5+	4	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Klaw	Melee	4	3+	10	-2	2
'Urty syringe ANTI-INFANTRY 4+, DEVASTATING WOUNDS: INFANTRY, EXTRA ATTACKS, PRECISION	Melee	1	3+	2	0	D6

ABILITIES

CORE - Leader

Mad Dok
In your Command phase, select one friendly ORKS INFANTRY unit within 6" of this model, and select one of the following:

- That unit heals 3 wounds.
- <ins>Or:</ins> If all models in that unit have their starting number of wounds, revive one CHARACTER model in that unit.

One Scalpel Short of a Medpack
When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to declare a charge.

Leader
This model can be attached to the following units:

- BOYZ
- BURNA BOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

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 Mad Dok Grotsnik [Legends]

Equipped with: Slugga, Power Klaw, 'Urty syringe

KEYWORDS: Epic Hero, Character, Infantry, Painboy, Mad Dok Grotsnik, Leader
FACTION KEYWORDS: Orks

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CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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FACTION KEYWORDS: Orks