

ZODGROD WORTSNAGGA - ORKS

50 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Zodgrod Wortsnagga (50mm)

Equipped with: Squigstoppa, Da Grabzappa

KEYWORDS: Epic Hero, Character, Infantry, Zodgrod Wortsnagga, Leader, Runtherd

FACTION KEYWORDS: Orks

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Squigstoppa ANTI-MONSTER/VEHICLE 4+, CLOSE-QUARTERS, DEVASTATING WOUNDS: MONSTER/VEHICLE	12"	1	5+	4	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Grabzappa	Melee	5	2+	7	-2	2

ABILITIES

CORE - Leader

Super Runts

- This unit is riled up.

- This unit's Scavenged Shivs weapons have +1 A, WS and S.

Leader

This model can be attached to the following unit:

- Gretchin

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.

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.