

ORKS

DA RED GOBBO'S A-BOMB-INABLE SNOWMAN [LEGENDS]

M6"

T2

SV5+

W3

LD7+

OC2

RW5+

40 PTS

Base —

Deadly Demise D6

Lone Operative

Scouts 6"

Waaagh!

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Kustom grot blasta

PISTOL

R	A	BS	S	AP	D
12"	D3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Explosive Snowballs

Once in each of your Shooting phases, you can target this unit with the Grenades stratagem for OCP. After resolving this stratagem, this unit can make a Normal move of up to 6".

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

A-bomb-inable Snowman

When this model is destroyed, its Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6.

GEGEN DIESE EINHEIT

W2 · RW 5+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	6+
S4+	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
5+	5++	5++	5++	5++

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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 u...

Scouts 6" This ability always takes the form Scouts X".

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Da Red Gobbo's A-bomb-inable Snowman [Legends]

Ausrüstung: Kustom grot blasta, Close combat weapon

KEYWORDS Epic Hero, Character, Infantry, Da Red Gobbo A-bomb-inable Snowman · FRAKTION Orks