

ORKS

DA RED GOBBO'S TINBOY [LEGENDS]

M6" T6 SV3+ W5 LD7+ OC2 RW5+

45 PTS

Base —

Deadly Demise 1 Lone Operative Scouts 6"

Waaagh!

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Tinboy's kustom shoota

R18" A D3 BS 3+ S 5 AP -1 D 2

VERWUNDET

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

Redistributin' da Gifts

Once in each of your Shooting phases, you can target this unit with the Grenade Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

4ANGRIFF

5NAHKAMPF

Tinboy's klaw

RMelee A 3 WS 3+ S 6 AP -1 D 2

VERWUNDET

2+T1-3 3+T4-5 4+T6 5+T7-11 6+T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+S12+ 3+S7-11 4+S6 5+S4-5 6+S1-3

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deadly Demise 1 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.

AUFSTELLUNG

1x Da Red Gobbo's Tinboy [Legends]

Ausrüstung: Tinboy's kustom shoota, Tinboy's klaw

KEYWORDS Epic Hero, Character, Da Red Gobbo, Grots, Vehicle, Walker · FRAKTION Orks