



1KOMMANDO

2BEWEGUNG

3BESCHUSS

► Snazzgun - Cutta

HAZARDOUS

MELTA 2

R12"

A1

BS4+

S9

AP-3

D3+2

VERWUNDET

2+T1–4

3+T5–8

4+T9

5+T10–17

6+T18+

► Snazzgun - Dakka

LETHAL HITS: NON-MONSTER/VEHICLE

SUSTAINED HITS 1

R24"

A3

BS4+

S6

AP-1

D2

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

► Snazzgun - Kill Shot

HAZARDOUS

R36"

A2

BS4+

S8

AP-2

D2

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

Finderz Keeperz

In your Shooting phase, if any of the following apply, this unit's ranged attacks have +1 AP.

- This unit is within range of an objective.

- The target of that attack is within range of an objective.

4ANGRIFF

5NAHKAMPF

Choppa

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6–9

4+S5

5+S3–4

6+S1–2

RETTUNGSWURF JE DS

DS 04+

DS -15+

DS -26+

DS -3-

DS -4-

REGELN & KEYWORDS KURZ

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

AUFSTELLUNG

4-9x Flash Gitz

1x Kaptin

Ausrüstung: ► Snazzgun - Cutta, ► Snazzgun - Dakka, ► Snazzgun - Kill Shot, Choppa