

ORKS

GROTMAS GITZ

[LEGENDS]

Feel No Pain 5+

Lone Operative

Scouts D6+4"

Waaagh!

M10"

T3

SV4+

W5

LD7+

OC2

40 PTS

Base —



1KOMMANDO

Bludgeoning Cheer

Each time this model ends a Normal, Advance, Fall Back or Charge move, select one enemy unit within 3" of this model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Bludgeoning bag of gifts

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

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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Massive gift-filled gob

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	4+	4	-2	2

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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VERTEIDIGUNG

IMMER / EINMALIG

Gifts for All! (Aura)

While a GRETCHIN unit is within 6" of this model, that unit's Thievin' Scavengers ability is successful on D6 rolls of 2+, instead of rolls of 4+.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 5+ This ability always takes the form Feel No Pain 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 D6+4" This ability always takes the form Scouts X".

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

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

AUFSTELLUNG

1x Grotmas Gitz [Legends]

Ausrüstung: Bludgeoning bag of gifts, Massive gift-filled gob