ORKS

MOZROG SKRAGBAD

Waaagh!

M	T	SV	W	LD	OC	RW
10"	9	3+	10	6+	3	4+

170 PTS
Base 80mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Thump Gun — ANTI-MONSTER/VEHICLE 4+

R	A	BS	S	AP	D
18"	3	5+	6	0	2

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

Big Chompa's Jaws — ANTI-MONSTER/VEHICLE 3+

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	3+	7	-2	4

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Gutrippa - Hunter (Hunter: MONSTER/VEHICLE) — LETHAL HITS

R	A	WS	S	AP	D
Melee	6	2+	12	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

➤ Gutrippa - Standard — CLEAVE 1

R	A	WS	S	AP	D
Melee	6	2+	9	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Da Bigger Dey Iz…
This unit's melee attacks that target a MONSTER/VEHICLE unit can re-roll wounds rolls.

One Last Kill
In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:
- On a 2+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Beast Snagga Following
While this unit is within 3" of a friendly BEAST SNAGGA unit (excluding MONSTER CHARACTER units), this unit has Lone Operative.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

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

AUFSTELLUNG

1x Mozrog Skragbad

Ausrüstung: Thump Gun, Big Chompa's Jaws, ➤ Gutrippa - Hunter (Hunter: MONSTER/VEHICLE), ➤ Gutrippa - Standard

KEYWORDS Epic Hero, Character, Beast Snagga, Mozrog Skragbad, Monster · **FRAKTION** Orks