ORKS

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

Deadly Demise D6 · Lone Operative · Scouts 6" · Waaagh!

M	T	SV	W	LD	OC	RW
6"	2	5+	3	7+	2	5+

40 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

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 0CP. After resolving this stratagem, this unit can make a Normal move of up to 6".

4 ANGRIFF

—

5 NAHKAMPF

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