

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

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

VERWUNDET

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

5NAHKAMPF

Tinboy's klaw

R	A	WS	S	AP	D
Melee	3	3+	6	-1	2

VERWUNDET

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

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