

M

6"

T

5

SV

4+

W

3

LD

7+

OC

1



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

5

NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

► Snazzgun - Cutta

HAZARDOUS

MELTA 2

R	A	BS	S	AP	D
12"	1	4+	9	-3	D3+2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–8

T9

T10–17

T18+

► Snazzgun - Dakka

LETHAL HITS: NON-MONSTER/VEHICLE

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	4+	6	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–5

T6

T7–11

T12+

► Snazzgun - Kill Shot

HAZARDOUS

R	A	BS	S	AP	D
36"	2	4+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

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.

GEGEN DIESE EINHEIT

W5 - RW 4+ - 3 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2
RETTUNGSWURF JE DS				
DS 0	DS –1	DS –2	DS –3	DS –4
4+	5+	6+	–	–

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

KEYWORDS Infantry, Flash Gitz, Explosives - FRAKTION Orks