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KOMMANDO

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2 BEWEGUNG

Clever Know-wotz
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS VEHICLE model (excluding AIRCRAFT/ TITANIC models) within 3" of this model:
- That VEHICLE model heals D3 wounds.
- That VEHICLE model's attacks have +1 to hit rolls until the start of your next Movement phase.

3 BESCHUSS

Kustom Mega-slugga **CLOSE-QUARTERS**
HAZARDOUS

R	A	BS	S	AP	D
12"	3	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Kustom Dakka
This unit's ranged attacks have [IGNORES COVER].

4

ANGRIFF

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5 NAHKAMPF

Mek's Toolz

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

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

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VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT
W5 · RW 5+ · 4 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
5+	6+	-	-	-

REGELN & KEYWORDS KURZ
Support Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG
1x Mek
Ausrüstung: Kustom Mega-slugga, Mek's Toolz
Anführer
This model can be attached to the following units:
- BOYZ
- FLASH GITZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS