

MOZROG SKRAGBAD

Waaagh!

M

10"

T

9

SV

3+

W

10

LD

6+

OC

3

RW

4+

170 PTS
Base 80mm



1
KOMMANDO

2
BEWEGUNG

3
BESCHUSS

4
ANGRIFF

5
NAHKAMPF

6
VERTEIDIGUNG

7
IMMER / EINMALIG

Thump Gun (ANTI-MONSTER/VEHICLE 4+)

R

18"

A

3

BS

5+

S

6

AP

0

D

2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

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

EXTRA ATTACKS

R

Melee

A

3

WS

3+

S

7

AP

-2

D

4

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

► Gutrippa - Hunter (Hunter: MONSTER/VEHICLE) (LETHAL HITS)

R

Melee

A

6

WS

2+

S

12

AP

-2

D

D6+1

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

► Gutrippa - Standard (CLEAVE 1)

R

Melee

A

6

WS

2+

S

9

AP

-2

D

2

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

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.

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+

S18+

3+

S10-17

4+

S9

5+

S5-8

6+

S1-4

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -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