

MAD DOK GROTSNIK [LEGENDS]

M	T	SV	W	LD	OC	
6"	5	5+	4	7+	1	

AUFSTELLUNG

1x Mad Dok Grotsnik [Legends]

Equipped with: Slugga, Power Klaw, 'Urty syringe

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga <small>CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE</small>	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Klaw	Melee	4	3+	10	-2	2
'Urty syringe <small>ANTI-INFANTRY 4+, DEVASTATING WOUNDS: INFANTRY, EXTRA ATTACKS, PRECISION</small>	Melee	1	3+	2	0	D6

ABILITIES

CORE - Leader

RULES - Leader, Waaagh!

Mad Dok

In your Command phase, select one friendly ORKS INFANTRY unit within 6" of this model, and select one of the following:

- That unit heals 3 wounds.
- *Or:* If all models in that unit have their starting number of wounds, revive one CHARACTER model in that unit.

One Scalpel Short of a Medpack

When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to declare a charge.



Leader

This model can be attached to the following units:

- BOYZ
- BURNA BOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

