

RUNTHERD

M	T	Sv	W	LD	OC
6"	5	5+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Grot-smacka	Melee	3	3+	5	0	1

CORE RULES

- Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

1x Runtherd
Equipped with: Slugga, Grot-smacka



KEYWORDS: -
FACTION KEYWORDS: -