

DA RED GOBBO'S A-BOMB-INABLE SNOWMAN [LEGENDS]

M	T	SV	W	LD	OC
6"	2	5+	3	7+	2



AUFSTELLUNG

1x Da Red Gobbo's A-bomb-inable Snowman [Legends]

Equipped with: Kustom grot blasta, Close combat weapon



⦿ **RANGED WEAPONS**

WEAPON	RANGE	A	BS	S	AP	D
Kustom grot blasta PISTOL	12"	D3	3+	5	-1	2

⌘ **MELEE WEAPONS**

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

RULES - Deadly Demise D6, Lone Operative, Scouts 6"

A-bomb-inable Snowman
When this model is destroyed, its Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6.

Explosive Snowballs
Once in each of your Shooting phases, you can target this unit with the Grenades stratagem for OCP. After resolving this stratagem, this unit can make a Normal move of up to 6".

WEAPON RULES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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.

