

ZODGROD WORTSNAGGA

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

AUFSTELLUNG

1x Zodgrod Wortsnagga (50mm)

Equipped with: Squigstoppa, Da Grabzappa

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Squigstoppa ANTI-MONSTER 4+, PISTOL	12"	1	5+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Grabzappa	Melee	5	2+	7	-2	2

ABILITIES

CORE - Leader

RULES - Feel No Pain 6+, Leader

Special Dose

While the Waaagh! is active for your army, add 6" to the Move characteristic of models in this model's unit.

Super Runts

While this model is leading a unit:

- Models in that unit have the Scouts 9" ability.
- Each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.
- Each time an attack targets that unit, subtract 1 from the Wound roll.

Leader

This model can be attached to the following unit:

- Gretchin



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.