

ORKS

RUNTHERD



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

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Runtherd

Equipped with: Slugga, Grot-smacka

ABILITIES

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.

