

ORKS

ZODGROD
WORTSNAGGA

80 PTS



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

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

AUFSTELLUNG

1x Zodgrod Wortsnagga (50mm)
Equipped with: Squigstoppa, Da Grabzappa

ABILITIES

CORE - 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.

CORE RULES

Feel No Pain 6+

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

