

ID6+6 SNOTLINGS

Wounds: 1
 Move: 4
 Weapon Skill: 1
 Strength: 1
 Toughness: 1
 Attacks: 1 (special)

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	4	4	5	6	6	6	6	6	6	6

Ambush:
 They ignore Enemy placement rules, and appear next to the Warriors using the One to One rule and attack.

Gang Up:
 For every Snottling above one in contact with a Warrior, add +1 to strength and the to hit roll.

VALUE
100
Back



ID6 NECRON WARRIORS WITH GAUSS FLAYER

Wounds: 5
 Move: 4
 Weapon Skill: 4
 Ballistic Skill: 3+
 Strength: 4
 Toughness: 4
 Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	3	4	4	4	4	4	4	5

Gauss Flayer	Range: 12	Strength: 4
--------------	-----------	-------------

VALUE
120
Back



EVENT



EVENT

ID6+6 ORK BOYZ WITH SHOOTAS

Wounds: 3
 Move: 3
 Weapon Skill: 3
 Ballistic Skill: 5+
 Strength: 4
 Toughness: 5
 Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	2	3	4	4	4	4	5	5	5	6

Shootas	Range: 9	Strength: 4
---------	----------	-------------

VALUE
75
Back



ID6+3 GRETCHIN

Wounds: 2
 Move: 4
 Weapon Skill: 2
 Ballistic Skill: 5+
 Strength: 2
 Toughness: 2
 Attacks: 1

Opponent's WS	1	2	3	4	5	6	7	8	9	10
To Hit Foe	3	4	4	4	5	5	6	6	6	6

Grot blasta	Range: 6	Strength: 3
-------------	----------	-------------

VALUE
20
Back



EVENT



EVENT