ORKS

BRUTE BOSSES

0 Stratagems · 6 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (6)

Brutal But Kunnin' — 30 pts

WARBOSS model only. This model's melee attacks have +1 D.

Surly As A Squiggoth — 25 pts

INFANTRY WARBOSS model only. (Once per battle, per army) At the end of phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged, with 3 wounds remaining.

Da Gobshot Thunderbuss — 20 pts

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Blitzboss — 20 pts

WARBOSS model only. A TRANSPORT unit (excluding WALKER units) this unit is embarked within has:

- +2" M.

- 5+ InSv.

Proper Killy — 15 pts

WARBOSS model only. This model can re-roll hit rolls of 1.

Morgog's Finkin' Cap — 50 pts

WARBOSS model only. (Once per battle, per army) At the end of your opponent's Movement phase, if this unit is unengaged, this unit can make a normal move of:

- Up to D6".

- If this unit is riled up, you can re-roll that D6.

DETACHMENT RULE

When a friendly WARBOSS model is destroyed, if this unit has not been selected to fight this phase, roll one D6, with +1 to the roll if your unit is riled up:

- On a 3+, do not remove this WARBOSS model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this WARBOSS model is removed from the battlefield.