# HORDEBOSS [CRUCIBLE]

**75 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 4+ | 5 | 7+ | 1 |

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Big shoota<br>RAPID FIRE 2 | 36" | 3 | 5+ | 5 | 0 | 1 |
| Burna<br>IGNORES COVER<br>TORRENT | 12" | D6 | N/A | 4 | 0 | 1 |
| Eyez of Mork<br>PSYCHIC | 18" | D6 | 5+ | 8 | -3 | 2 |
| Grot Blasta<br>CLOSE-QUARTERS | 12" | 1 | 4+ | 3 | 0 | 1 |
| Kombi-weapon<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>RAPID FIRE 1 | 24" | 1 | 5+ | 4 | 0 | 1 |
| Kustom Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE<br>RAPID FIRE 2 | 18" | 4 | 5+ | 4 | 0 | 1 |
| Kustom mega-blasta<br>HAZARDOUS | 24" | 3 | 5+ | 9 | -2 | D6 |
| Kustom mega-slugga<br>BLAST<br>HAZARDOUS | 12" | D3 | 5+ | 8 | -2 | D6 |
| Rokkit launcha<br>BLAST | 24" | D3 | 5+ | 9 | -2 | 3 |
| Rokkit pistol<br>PISTOL | 12" | 1 | 5+ | 9 | -2 | 3 |
| Saddlegit weapons<br>ASSAULT | 9" | 1 | 4+ | 3 | 0 | 1 |
| Shokk attack gun<br>BLAST<br>HEAVY | 60" | D6+1 | 5+ | 9 | -4 | D6 |
| Shoota<br>RAPID FIRE 1 | 18" | 2 | 5+ | 4 | 0 | 1 |
| Slugga<br>CLOSE-QUARTERS | 12" | 1 | 5+ | 4 | 0 | 1 |
| Snazzgun<br>HEAVY<br>SUSTAINED HITS 1 | 24" | 3 | 5+ | 6 | -1 | 2 |
| Traktor blasta<br>ANTI-FLY 3+<br>DEVASTATING WOUNDS | 36" | 1 | 5+ | 10 | -2 | D6+1 |
| Twin dakkagun<br>ASSAULT<br>RAPID FIRE 2<br>TWIN-LINKED | 18" | 3 | 5+ | 5 | 0 | 1 |
| 'Eadbanger<br>PRECISION<br>PSYCHIC | 24" | 1 | 4+ | 6 | -3 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Attack Squig<br>EXTRA ATTACKS | Melee | 2 | 4+ | 4 | 0 | 1 |

### AUFSTELLUNG

1x Hordeboss [Crucible]

**Equipped with:** Big shoota, Burna, Eyez of Mork, Grot Blasta, Kombi-weapon, Kustom Shoota, Kustom mega-blasta, Kustom mega-slugga, Rokkit launcha, Rokkit pistol, Saddlegit weapons, Shokk attack gun, Shoota, Slugga, Snazzgun, Traktor blasta, Twin dakkagun, 'Eadbanger, Attack Squig, Beast Snagga klaw, Beastchoppa, Big choppa, Choppa, Close combat weapon, Cuttin' flames, Drilla, Killsaw, Knucklebustas, Power klaw, Power snappa, Smash hammer, Squig jaws, Tankhammer, Weirdboy staff, 'Uge choppa, 'Urty syringe

**...argear Options:**
...model can be equipped ...
...raktor blasta ...
...shoot...

**KEYWORDS:** Character, Infantry, Hordeboss, Crucible, Grenades
**FACTION KEYWORDS:** Orks

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| | | | | | | |
|---|---|---|---|---|---|---|
| Beast Snagga klaw<br>ANTI-MONSTER 4+<br>ANTI-VEHICLE 4+ | Melee | 4 | 3+ | 9 | -2 | 2 |
| Beastchoppa<br>ANTI-MONSTER 4+<br>ANTI-VEHICLE 4+ | Melee | 6 | 2+ | 6 | -1 | 2 |
| Big choppa | Melee | 5 | 2+ | 7 | -1 | 2 |
| Choppa | Melee | 5 | 3+ | 4 | -1 | 1 |
| Close combat weapon | Melee | 4 | 3+ | 4 | 0 | 1 |
| Cuttin' flames | Melee | 3 | 3+ | 4 | -2 | 1 |
| Drilla | Melee | 2 | 3+ | 12 | -3 | 3 |
| Killsaw | Melee | 3 | 3+ | 12 | -3 | 2 |
| Knucklebustas<br>ANTI-MONSTER 4+<br>ANTI-VEHICLE 4+<br>TWIN-LINKED | Melee | 5 | 2+ | 5 | -1 | 1 |
| Power klaw | Melee | 4 | 3+ | 9 | -2 | 2 |
| Power snappa | Melee | 5 | 2+ | 7 | -1 | 2 |
| Smash hammer<br>ANTI-MONSTER 4+<br>ANTI-VEHICLE 4+ | Melee | 3 | 3+ | 6 | -2 | 3 |
| Squig jaws<br>EXTRA ATTACKS | Melee | 3 | 4+ | 6 | -1 | 2 |
| Tankhammer<br>ANTI-MONSTER 4+<br>ANTI-VEHICLE 4+<br>DEVASTATING WOUNDS<br>HAZARDOUS | Melee | 3 | 3+ | 6 | -2 | 3 |
| Weirdboy staff<br>PSYCHIC | Melee | 3 | 3+ | 8 | -1 | D3 |
| 'Uge choppa | Melee | 4 | 2+ | 12 | -2 | 2 |
| 'Urty syringe<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS: INFANTRY<br>EXTRA ATTACKS<br>PRECISION | Melee | 1 | 3+ | 2 | 0 | D6 |

## ABILITIES

**CORE** - Leader

**Dok's Toolz**
Hordeboss or Upstart Gretchin only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

**Kustom Force Field**
Hordeboss only. While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

**Malicious Opportunist**
Upstart Gretchin only. While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

**Might is Right**
Hordeboss only. While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

**More Lads, More Swagger**
Improve this model's Leadership characteristic by 1 for every 5 models in this unit.

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### Roar of Mork (Psychic)
Warphead only. In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

### Rokkit Pack
Hordeboss only. Change this model's Move characteristic to 12", add the Jump Pack and Fly keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: Stormboyz

### Smasha Squig
Hordeboss or Warphead only. Change this model's Move characteristic to 10", its Toughness characteristic to 7, its Save characteristic to 4+, its Wounds characteristic to 6, and it is equipped with 1 squig jaws in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted and Beast Snagga keywords, and replace the list of units this model can be attached to: Squighog Boyz.

### Thunderous Dakkastorm
In your Shooting phase, after this model has shot, select on enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

### Top-tier Gubbinz
Hordeboss only. Add the Mek keyword. Replace the list of units this model can be attached to: Burna Boyz, Flash Gitz, Kommandos, Lootaz, Mek Gunz, Tankbustas.

### Warbike
Hordeboss or Warphead only. Change this model's Move characteristic to 12", its Toughness and Wounds characteristic to 6, its Save characteristic to 4+, and it is equipped with 1 twin dakkagun in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mountedkeyword, and replace the list of units this model can be attached to: Warbikers.

### Leader
This model can be attached to the following units:

- Boyz
- Nobz

## WEAPON ABILITIES

**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+.*

**Devastating Wounds**
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Extra Attacks**
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

**Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

**Twin-linked**
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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## FACTION RULES

**Waaagh!**
Friendly ORKS with this ability can:

- Re-roll advance rolls.

- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.

- That unit's ranged attacks have [ASSAULT].

- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

## CORE RULES

**Crucible**
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

**Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

**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.

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