

BOSS ZAGSTRUK

[LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	5	4+	6	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Vulcha's Klaws and Choppa	Melee	6	2+	8	-2	2

ABILITIES

CORE - Leader

- Drill Boss**
This unit's melee attacks have +1 to hit rolls.
- Plummeting Descent**
If this unit made an ingress move this turn, this unit can re-roll charge rolls.
- Leader**
This model can be attached to the following unit:
 - STORMBOYZ

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

- 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.



AUFSTELLUNG

1x Boss Zagstruk [Legends]

Equipped with: Slugga, Da Vulcha's Klaws and Choppa



KEYWORDS: Infantry, Character, Epic Hero, Jump Pack, Fly, Boss Zagstruk, Leader

FACTION KEYWORDS: Orks