WARBOSS

100 PTS

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

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
➤ Kombi-rokkit - Busta Rokkit	24"	1	5+	10	-2	3
➤ Kombi-rokkit - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kombi-skorcha - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kombi-skorcha - Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa CLEAVE 2	Melee	6	2+	7	-2	2
Power Klaw	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

Boss' Ammo Runt (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this model's ranged attacks have +1 to hit rolls.

Place a Boss' Ammo Runt token next to the unit, removing it when this ability is used.

Intimidating Motivation (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Might is Right
If this unit made a charge move this turn, this model's melee attacks have:

- +3 A.
- +2 S.

Leader
This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ

AUFSTELLUNG

1x Warboss (40mm)

Equipped with: Kustom Shoota, ➤ Kombi-rokkit - Busta Rokkit, ➤ Kombi-rokkit - Shoota, ➤ Kombi-skorcha - Shoota, ➤ Kombi-skorcha - Skorcha, Kustom Choppa, Power Klaw

Wargear Options:
- This model can replace its Kustom Choppa with Power Klaw.
- This model can replace its Kustom Shoota with Kombi-skorcha or Kombi-rokkit.

KEYWORDS: Warboss, Character, Infantry, Grenades, Leader
FACTION KEYWORDS: Orks

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FACTION RULES

Da Boss
At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

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

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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FACTION KEYWORDS: Orks