

M	T	Sv	W	LD	OC
6"	5	4+	4	7+	3

AUFSTELLUNG
1x Bannernob (40mm)
Equipped with: Shoota, Kustom Choppa

KEYWORDS: Character, Infantry, Bannernob, Support
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota <small>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1</small>	18"	2	5+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa	Melee	4	3+	5	-2	2

ABILITIES

CORE - Support

- Waaagh! Banner**
This unit has +1 to charge rolls.
- Leader**
This model can be attached to the following units:
 - BOYZ
 - NOBZ

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

- Support**
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.