BIGBOSS - ORKS

50 PTS

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

AUFSTELLUNG

1x Bigboss (40mm)

Equipped with: Slugga, Big Choppa

KEYWORDS: Infantry, Character, Bigboss, Support

FACTION KEYWORDS: Orks

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
Big Choppa PRECISION	Melee	5	3+	7	-2	2

ABILITIES

CORE - Support

Sumfin' to Prove
This unit's melee attacks have +1 to hit rolls.

Leader
This model can be attached to the following units:

- BOYZ
- BREAKA 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.