KAPTIN BADRUKK [LEGENDS] - ORKS

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Kaptin Badrukk [Legends]

Equipped with: Slugga, ➤ Da Rippa - Standard, ➤ Da Rippa - Supercharge, Choppa

KEYWORDS: Epic Hero, Infantry, Character, Kaptin Badrukk, Leader

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
➤ Da Rippa - Standard HEAVY, SUSTAINED HITS 1	24"	3	5+	7	-2	2
➤ Da Rippa - Supercharge HAZARDOUS, HEAVY, SUSTAINED HITS 1	24"	3	5+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1

ABILITIES

CORE - Leader

Ded Glowy Ammo (Aura)
Enemy units within 6" of this model have -1 T.

Flashiest Gitz
This unit's ranged attacks can re-roll hit rolls.

Leader
This model can be attached to the following unit:

- FLASH GITZ

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

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.