WARBOSS IN MEGA ARMOUR - ORKS

115 PTS

M	T	Sv	W	LD	OC
5"	7	2+	7	6+	1

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Warboss in Mega Armour (50mm)

Equipped with: Big Shoota, 'Uge Choppa

KEYWORDS: Character, Infantry, Warboss in Mega Armour, Mega Armour, Warboss, Leader

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
'Uge Choppa CLEAVE 2	Melee	5	2+	12	-2	3

ABILITIES

CORE - Leader

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.

Krushin' Impetus
When this unit ends a charge move, you can select one enemy unit engaged with this unit. If you do, roll one D6 for each model in this unit engaged with that enemy unit:

- For each 3+, that enemy unit suffers 1 mortal wound.

Leader
This model can be attached to the following unit:

- MEGANOBZ

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.