

ORKS

BOSS ZAGSTRUK

[LEGENDS]

M12"

T5

SV4+

W6

LD6+

OC1

RW5+

90 PTS

Base —



Leader

Deep Strike

Waaagh!

1KOMMANDO

2BEWEGUNG

3

BESCHUSS

Slugga

CLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
12"	1	5+	4	0	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

4

ANGRIFF

Plummeting Descent

If this unit made an ingress move this turn, this unit can re-roll charge rolls.

5

NAHKAMPF

Da Vulcha's Klaws and Choppa

R	A	WS	S	AP	D
Melee	6	2+	8	-2	2
VERWUNDET					
2+ T1–4	3+ T5–7	4+ T8	5+ T9–15	6+ T16+	

Drill Boss

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

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 4+ · 5++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 4+	DS –1 5+	DS –2 5++	DS –3 5++	DS –4 5++
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REGELN & KEYWORDS KURZ

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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.

Waaagh!

Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Boss Zagstruk [Legends]

Ausrüstung:

Slugga, Da Vulcha's Klaws and Choppa

Anführer

This model can be attached to the following unit:
- STORMBOYZ

KEYWORDS

Infantry, Character, Epic Hero, Jump Pack, Fly, Boss Zagstruk, Leader

FRAKTION

Orks