

ORKS

KAPTIN BADRUKK

[LEGENDS]

M6"

T5

SV3+

W6

LD7+

OC1

RW4+

80 PTS

Base —



Leader

Waaagh!

1KOMMANDO

2BEWEGUNG

3BESCHUSS

SluggaCLOSE-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+
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Da Rippa - StandardHEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	5+	7	-2	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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Da Rippa - SuperchargeHAZARDOUS

HEAVY SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	5+	8	-3	3

VERWUNDET

2+ T1-4	3+ T5-7	4+ T8	5+ T9-15	6+ T16+
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Flashiest Gitz

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

4ANGRIFF

5NAHKAMPF

Choppa

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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VERTEIDIGUNG

IMMER / EINMALIG

Ded Glowly Ammo (Aura)

Enemy units within 6" of this model have -1 T.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 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 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

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 Kaptin Badrukk [Legends]

Ausrüstung: Slugga, Da Rippa - Standard, Da Rippa - Supercharge, Choppa

Anführer

This model can be attached to the following unit:

- FLASH GITZ

KEYWORDS Epic Hero, Infantry, Character, Kaptin Badrukk, Leader · FRAKTION Orks