ORKS

WARBOSS ON WARBIKE [LEGENDS]

Leader | Da Boss | Waaagh!

M	T	SV	W	LD	OC	RW
12"	6	4+	7	6+	2	5+

75 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

Get Back in Da Race

In your Movement phase, at the start or end of this unit's move, you can select one friendly SPEED FREEKS unit within 6" of this unit. That unit (and any units embarked within that unit):

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

3 BESCHUSS

Dual Dakkagun — ASSAULT

LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
18"	6	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

—

5 NAHKAMPF

Big Choppa — CLEAVE 2

R	A	WS	S	AP	D
Melee	6	2+	9	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Killsaw

R	A	WS	S	AP	D
Melee	6	3+	12	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Power Klaw

R	A	WS	S	AP	D
Melee	6	2+	12	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Speedboss

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 4+ · 5++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	5++	5++	5++

REGELN & KEYWORDS KURZ

Da Boss At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

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 Warboss on Warbike [Legends]

Ausrüstung: Dual Dakkagun, Big Choppa, Killsaw, Power Klaw
▪ This model can replace its Killsaw with Big Choppa or Power Klaw.

Anführer

This model can be attached to the following units:
- WARBIKERS

KEYWORDS Mounted, Character, Speed Freeks, Warboss, Leader, Explosives · **FRAKTION** Orks