



1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Kustom Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	5+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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► **Kombi-skorcha - Shoota**

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	5+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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► **Kombi-rokkit - Busta Rokkit**

R	A	BS	S	AP	D
24"	1	5+	10	-2	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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► **Kombi-rokkit - Shoota**

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	5+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Boss' Ammo Runt (Once per battle, per unit)

In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this model's ranged attacks have +1 to hit rolls.

Place a Boss' Ammo Runt token next to the unit, removing it when this ability is used.

4ANGRIFF

Might is Right

If this unit made a charge move this turn, this model's melee attacks have:

- +3 A.
- +2 S.

5NAHKAMPF

Kustom Choppa CLEAVE 2

R	A	WS	S	AP	D
Melee	6	2+	7	-2	2

VERWUNDET

2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+
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Power Klaw

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

VERWUNDET

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 4+ · 5++ · 6 LP je Modell

WIRD VERWUNDET MIT

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

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

Ausrüstung: Kustom Shoota, ► Kombi-rokkit - Busta Rokkit, ► Kombi-rokkit - Shoota, ► Kombi-skorcha - Shoota, ► Kombi-skorcha - Skorcha, Kustom Choppa, Power Klaw

- This model can replace its Kustom Choppa with Power Klaw.
- This model can replace its Kustom Shoota with Kombi-skorcha or Kombi-rokkit.

Anführer

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ