

ORKS

KAPTIN BADRUKK [LEGENDS]

Leader Waaagh!

M

6"

T

5

SV

3+

W

6

LD

7+

OC

1

RW

4+

80 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Slugga

CLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R

A

BS

S

AP

D

12"

1

5+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Da Rippa - Standard

HEAVY

SUSTAINED HITS 1

R

A

BS

S

AP

D

24"

3

5+

7

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Da Rippa - Supercharge

HAZARDOUS

HEAVY

SUSTAINED HITS 1

R

A

BS

S

AP

D

24"

3

5+

8

-3

3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Flashiest Gitz

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

4

ANGRIFF

—

5

NAHKAMPF

Choppa

R

A

WS

S

AP

D

Melee

3

3+

5

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

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

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

3+

4+

4++

4++

4++

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