ORKS

WARBOSS IN MEGA ARMOUR

M	T	SV	W	LD	OC	RW
5"	7	2+	7	6+	1	5+

115 PTS
Base 50mm

Leader **Da Boss** **Waaagh!**

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE
RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

Krushin' Impetus
When this unit ends a charge move, you can select one enemy unit engaged with this unit. If you do, roll one D6 for each model in this unit engaged with that enemy unit:
- For each 3+, that enemy unit suffers 1 mortal wound.

5 NAHKAMPF

'Uge Choppa CLEAVE 2

R	A	WS	S	AP	D
Melee	5	2+	12	-2	3

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W7 · RW 2+ · 5++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	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 in Mega Armour

Ausrüstung: Big Shoota, 'Uge Choppa

Anführer
This model can be attached to the following unit:
- MEGANOBZ

KEYWORDS Character, Infantry, Warboss in Mega Armour, Mega Armour, Warboss, Leader · **FRAKTION** Orks