

KAPTIN BADRUKK [LEGENDS]

M	T	SV	W	LD	OC	
6"	5	3+	6	7+	1	

AUFSTELLUNG

1x Kaptin Badrukk [Legends]

Equipped with: Slugga, ► Da Rippa - Standard, ► Da Rippa - Supercharge, Choppa

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
► Da Rippa - Standard HEAVY, SUSTAINED HITS 1	24"	3	5+	7	-2	2
► Da Rippa - Supercharge HAZARDOUS, HEAVY, SUSTAINED HITS 1	24"	3	5+	8	-3	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1

ABILITIES

CORE - Leader

RULES - Leader, Waaagh!

Ded Glowy Ammo (Aura)

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

Flashiest Gitz

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

Leader

This model can be attached to the following unit:

- FLASH GITZ

