

WARBOSS IN MEGA ARMOUR

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

AUFSTELLUNG

1x Warboss in Mega Armour (50mm)

Equipped with: Big Shoota, 'Uge Choppa

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
'Uge Choppa CLEAVE 2	Melee	5	2+	12	-2	3

ABILITIES

CORE - Leader

RULES - Da Boss, Leader, Waaagh!

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.

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.

Leader

This model can be attached to the following unit:

- MEGANOBZ

