

WARBOSS

M	T	SV	W	LD	OC	
6"	6	4+	6	6+	1	

AUFSTELLUNG

1x Warboss (40mm)

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

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
► Kombi-rokkit - Busta Rokkit	24"	1	5+	10	-2	3
► Kombi-rokkit - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
► Kombi-skorcha - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
► Kombi-skorcha - Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1

MELEE WEAPONS

ABILITIES

CORE - Leader

RULES - Da Boss, Leader, Waaagh!

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.



WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa Cleave 2	Melee	6	2+	7	-2	2
Power Klaw	Melee	6	2+	12	-2	2

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.

Might is Right

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

- +3 A.
- +2 S.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ

