

ORKS

BIGBOSS

50 PTS



M	T	SV	W	LD	OC
6"	5	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
LETHAL HITS: NON-MONSTER/VEHICLE						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa	Melee	5	3+	7	-2	2
PRECISION						

AUFSTELLUNG

1x Bigboss (40mm)

Equipped with: Slugga, Big Choppa

ABILITIES

CORE - Support

Sumfin' to Prove

This unit's melee attacks have +1 to hit rolls.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ

CORE RULES

Support

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

