

ORKS

BOSS ZAGSTRUK

[LEGENDS]

90 PTS



M

12"

T

5

SV

4+

W

6

LD

6+

OC

1

5+

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
Da Vulcha's Klags and Choppa	Melee	6	2+	8	-2	2

AUFSTELLUNG

1x Boss Zagstruk [Legends]

Equipped with: Slugga, Da Vulcha's Klags and Choppa

ABILITIES

CORE - Leader

Drill Boss

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

Plummeting Descent

If this unit made an ingress move this turn, this unit can re-roll charge rolls.

Leader

This model can be attached to the following unit:

- STORMBOYZ

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. 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.

