

ORKS

WARBOSS

100 PTS



M

6"

T

6

SV

4+

W

6

LD

6+

OC

1

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

ABILITIES

CORE - Leader

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.

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

CORE RULES

◆ Da Boss

At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

◆ 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.

