

KAPTIN BADRUKK
[LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

INVULNERABLE
SAVE

4+



AUFSTELLUNG

1x Kaptin Badrukk [Legends]

Equipped with: Slugga, ▶ Da Rippa - standard, ▶ Da Rippa - supercharge, Choppa

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga PISTOL	12"	1	4+	4	0	1
▶ Da Rippa - standard HEAVY SUSTAINED HITS 1	24"	3	5+	7	-2	2
▶ Da Rippa - supercharge HAZARDOUS HEAVY SUSTAINED HITS 1	24"	3	5+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	6	2+	5	-1	1

ABILITIES

CORE - Leader

- Ded Glowly Ammo (Aura)**
While an enemy INFANTRY unit is within 6" of this model, subtract 1 from the Toughness characteristic of models in that unit.
- Flashiest Gitz**
While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Hit roll.
- Leader**
This model can be attached to the following unit:
- Flash Gitz

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



KEYWORDS: Epic Hero, Infantry, Character, Kaptin Badrukk, Leader
FACTION KEYWORDS: Orks

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CORE RULES

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.

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