

WARBOSS IN MEGA
ARMOUR

80 PTS

M	T	Sv	W	LD	OC
5"	6	2+	7	6+	1

INVULNERABLE
SAVE





AUFSTELLUNG

1x Warboss in Mega Armour (50mm)

Equipped with: Big shoota, 'Uge choppa

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
'Uge choppa	Melee	4	2+	12	-2	2

ABILITIES

CORE - Leader

- Dead Brutal**

While the Waaagh! is active for your army, this model's 'uge choppa has a Damage characteristic of 3.
- Might is Right**

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.
- Leader**

This model can be attached to the following unit:

 - Meganobz

WEAPON ABILITIES

- Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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.



KEYWORDS: Character, Infantry, Warboss in Mega Armour, Mega Armour, Warboss, Leader

FACTION KEYWORDS: Orks