

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

AUFSTELLUNG
1x Bigboss (40mm)
Equipped with: Slugga, Two-handed big choppa

KEYWORDS: Infantry, Character, Bigboss, Leader
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Two-handed big choppa CLEAVE 1	Melee	5	3+	7	-1	2

ABILITIES

CORE - Leader

- Breakin' Heads**
This unit's melee weapons have **[SUSTAINED HITS 1]**.
- Somethin' to Prove**
This unit has +1 to charge rolls.
- Leader**
This model can be attached to the following units:
 - BOYZ
 - BREAKA BOYZ
 - NOBZ

WEAPON ABILITIES

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).*

CORE RULES

- Cleave**
This ability always takes the form **[CLEAVE X]**. Each time you gather attack dice for a **[CLEAVE]** weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).
*Example: If a **[CLEAVE 1]** weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).*
- Close-quarters**
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.
- 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.