

BIGBOSS

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

AUFSTELLUNG

1x Bigboss (40mm)

Equipped with: Slugga, Two-handed big choppa

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

RULES - Cleave, Close-quarters, 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 RULES

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).