

KAPTIN BADRUKK [LEGENDS]

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

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

RULES - 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 RULES

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).

