

WARBOSS

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

AUFSTELLUNG

1x Warboss (40mm)

Equipped with: Kombi-weapon, Kustom shoota, Twin sluggas, Attack Squig, Big choppa, Kustom choppa, Power klaw

Wargear Options:

- This model can be equipped with 1x Attack squig.
- This model can replace its Kombi-weapon, twin sluggas and big choppa with Kustom choppa and kustom shoota or Kombi-weapon, twin sluggas and power klaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kombi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	5+	4	0	1
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Twin sluggas PISTOL, TWIN-LINKED	12"	2	5+	4	0	1
Twin sluggas PISTOL, TWIN-LINKED	12"	2	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

CORE - Leader

RULES - Cleave, Leader

Da Biggest and da Best

While the Waaagh! is active for your army, add 4 to the Attacks characteristic of this model's melee weapons.

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.



Attack Squig EXTRA ATTACKS	Melee	2	4+	4	0	1
Big choppa	Melee	5	2+	8	-1	2
Kustom choppa CLEAVE 1	Melee	6	2+	8	-2	2
Power klaw	Melee	4	3+	10	-2	2

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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.

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.