

ORKS

BANNERNOB

50 PTS



M

6"

T

5

SV

4+

W

4

LD

7+

OC

6

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota RAPID FIRE 1	18"	2	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	5	3+	4	-1	1

AUFSTELLUNG

1x Bannernob (40mm)

Equipped with: Shoota, Choppa

ABILITIES

CORE - Leader

- Waaagh! Banner
- This unit has a 5+ InSv.
 - While the Waaagh! is active for this unit, this unit has +1 T.

- Leader
- This model can be attached to the following units:
- BOYZ
 - BREAKA BOYZ
 - BURNA BOYZ
 - FLASH GITZ
 - LOOTAS
 - NOBZ
 - TANKBUSTAS

WEAPON RULES

- 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

- Support
- 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.

