

ORKS

BOSS ZAGSTRUK

[LEGENDS]

90 PTS



M

12"

T

5

SV

4+

W

6

LD

6+

OC

1

5+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Vulcha's Klaws and choppa	Melee	6	2+	8	-2	2

AUFSTELLUNG

1x Boss Zagstruk [Legends]

Equipped with: Slugga, Da Vulcha's Klaws and choppa

ABILITIES

CORE - Leader

- Drill Boss

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.
- Plummeting Descent

You can re-roll Charge rolls made for this model's unit in a turn in which it was set up on the battlefield from Reserves.

Leader

This model can be attached to the following unit:

- Stormboyz

CORE RULES

- 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.
- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
- 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.

