

ORKS

WARBOSS

85 PTS



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

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kombi-weapon	ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	5+	4	0	1
	RAPID FIRE 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
Attack Squig	EXTRA ATTACKS	Melee	2	4+	4	0	1
Big choppa		Melee	5	2+	8	-1	2
Kustom choppa		Melee	6	2+	8	-2	2
CLEAVE 1							
Power klaw		Melee	4	3+	10	-2	2

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.

ABILITIES

CORE - 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.

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.

CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ 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.