

ENHANCEMENTS

Da Biggest Boss

15 pts

Infantry Warboss model only. Add 2 to the bearer's Wounds characteristic.

Big Gob

20 pts

Infantry Warboss model only. At the start of the Fight phase, select one enemy unit within Engagement range of the bearer. That unit must take a Battle-shock test, and when doing so, subtract 1 from the result.

'Eadstompa

10 pts

Infantry Warboss model only. Each time the bearer makes an attack that targets a unit that is below its Starting Strength, re-roll a Wound roll of 1. If that unit is Below Half-strength, you can re-roll the Wound roll instead.

Tellyporta

25 pts

Warboss In Mega Armour model only. Models in the bearer's unit have the Deep Strike ability.

DETACHMENT-REGEL

At the start of your Command phase, in a turn in which you have not called a Waaagh!, if you have one or more WARBOSS models on the battlefield (or embarked within a TRANSPORT that is on the battlefield), you can call a Waaagh! for a second time this battle. When doing so, that second Waaagh! only counts as having been called for WARBOSS, NOBZ and MEGANOBZ units from your army.

STRATAGEMS

1 CP

BULLY BOYZ – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

MOVEMENT

CUT'EM DOWN

When: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.

Target: One Nobz or Meganobz unit from your army within Engagement Range of that enemy unit.

Effect: When that enemy unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if a Waaagh! is active for your unit, subtract 1 from each of those tests.

1 CP

BULLY BOYZ – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

HULKING BRUTES

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Nobz or Meganobz unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

BULLY BOYZ – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

ARMED TO DATEEF

When: Your Shooting phase or the Fight phase.

Target: One Nobz or Meganobz unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If a Waaagh! is active for your unit, you can re-roll the Hit roll instead.

1 CP

BULLY BOYZ – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

TOO ARROGANT TO DIE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Nobz or Meganobz unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not shot or fought this phase, roll one D6, adding 2 to the result if a Waaagh! is active for your unit. On a 5+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP

BULLY BOYZ – EPIC DEED STRATAGEM
· WAHAPEDIA

CHARGE

CRUSHING IMPACT

When: Your Charge phase, just after a Nobz or Meganobz unit from your army ends a Charge move.

Target: That NOBZ or MEGANOBZ unit.

Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If a Waaagh! is active for your unit, that enemy unit suffers 1 mortal wound for each 4+ instead.

1 CP

BULLY BOYZ – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

ALWAYS LOOKIN' FER A FIGHT

When: Fight phase, just after an enemy unit is destroyed.

Target: One Nobz or Meganobz unit from your army that destroyed that enemy unit.

Effect: Until the end of the phase, each time your unit makes a Consolidation move, it can move up to D3+3" instead of up to 3". If a Waaagh! is active for your unit, it can move up to 6" instead.