



ENHANCEMENTS

Tellyporta Boss

20 pts

MEGA ARMOUR model only. This unit (excluding VEHICLE units) has Deep Strike.

Wimp-kickaz

15 pts

NOBZ unit only. When an enemy unit engaged with this unit is selected to make a fall-back move:

- That enemy unit must select the desperate escape mode.
- If this unit is riled up, that enemy unit has -1 to the hazard rolls made for that desperate escape.

DETACHMENT-REGEL

Friendly MEGANOBZ/NOBZ units' melee attacks have [SUSTAINED HITS 1].

STRATAGEMS

1 CP

BULLY BOYZ STRATAGEM · WAHAPEDIA

SHOOTING

ARMED TO DA TEEF

When: Your Shooting phase or the Fight phase, when a friendly Meganobz/Nobz unit is selected to attack.

Target: That MEGANOBZ/NOBZ unit.

Effect: Your unit's attacks can: Re-roll hit rolls of 1. If your unit is riled up, re-roll hit rolls.

1 CP

BULLY BOYZ STRATAGEM · WAHAPEDIA

SHOOTING

HULKING BRUTES

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Meganobz/Nobz unit.

Target: That MEGANOBZ/NOBZ unit.

Effect: Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls. +1CP Or: Ranged attacks that target your unit have -1 to wound rolls.

1 CP

BULLY BOYZ STRATAGEM · WAHAPEDIA

FIGHT

TOO ARROGANT TO DIE

When: Fight phase, when an enemy unit targets a friendly Meganobz/Nobz unit.

Target: That MEGANOBZ/NOBZ unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if your unit is riled up: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.