ORKS

SHOOTA BOYZ

3 Stratagems · 2 Enhancements

1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Supa-glowy Fing — 25 pts

ORKS INFANTRY model only (excluding WEIRDBOY models). This model's ranged attacks have:

- [ANTI-INFANTRY 4+}
- [DEVASTATING WOUNDS].
- [SUPA-HAZARDOUS].

Targetin' Squigs — 20 pts

BIG MEK/BIGBOSS/WARBOSS model only. This unit's ranged attacks (excluding [TORRENT] attacks) have +3" R.

DETACHMENT RULE

Friendly ORKS INFANTRY units' ranged attacks have [ASSAULT].

- While this unit is riled up, +3" R.

STRATAGEMS (3/3)

1 CP · SHOOTA BOYZ STRATAGEM · SHOOTING

GLOWIN' DAKKA

When: Your Shooting phase, when a friendly Orks Infantry unit is selected to shoot.
Target: That ORKS INFANTRY unit.
Effect: Your unit's ranged attacks that target a unit within 9" have +1 AP.

1 CP · SHOOTA BOYZ STRATAGEM · SHOOTING

KUSTOM DAKKA

When: Your Shooting phase, when a friendly Orks Infantry unit is selected to shoot.
Target: That ORKS INFANTRY unit.
Effect: Your unit's ranged attacks that target a unit (excluding MONSTER/VEHICLE units) have +1 to wound rolls.

1 CP SHOOTA BOYZ STRATAGEM SHOOTING

NEVER ENOUGH DAKKA

When: Your Shooting phase, when a friendly Orks Infantry unit is selected to shoot.

Target: That ORKS INFANTRY unit.

Effect: Your unit's ranged attacks have [Sustained Hits 1].