

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 5 | 5+ | 1 | 7+ | 2  |

RANGED WEAPONS

| WEAPON                                                                     | RANGE | A | BS | S  | AP | D |
|----------------------------------------------------------------------------|-------|---|----|----|----|---|
| Big Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2               | 36"   | 3 | 5+ | 4  | 0  | 1 |
| Burna<br>BLAST 1, TORRENT                                                  | 12"   | 3 | -  | 4  | 0  | 1 |
| Kustom Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2            | 18"   | 4 | 5+ | 4  | 0  | 1 |
| Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1                   | 18"   | 2 | 5+ | 4  | 0  | 1 |
| Slugga<br>CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE                 | 12"   | 1 | 5+ | 4  | 0  | 1 |
| ► Kombi-rokkit - Busta Rokkit                                              | 24"   | 1 | 5+ | 10 | -2 | 3 |
| ► Kombi-rokkit - Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1  | 18"   | 2 | 5+ | 4  | 0  | 1 |
| ► Kombi-skorcha - Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1 | 18"   | 2 | 5+ | 4  | 0  | 1 |
| ► Kombi-skorcha - Skorcha<br>BLAST 1, TORRENT                              | 12"   | 3 | -  | 5  | 0  | 1 |
| ► Rokkit Launcha - Blasta<br>BLAST 2                                       | 24"   | 2 | 5+ | 4  | 0  | 1 |
| ► Rokkit Launcha - Busta                                                   | 24"   | 2 | 5+ | 10 | -2 | 3 |

MELEE WEAPONS

| WEAPON                 | RANGE | A | WS | S  | AP | D |
|------------------------|-------|---|----|----|----|---|
| Big Choppa<br>CLEAVE 2 | Melee | 4 | 3+ | 7  | -1 | 2 |
| Choppa                 | Melee | 3 | 3+ | 5  | -1 | 1 |
| Kustom Choppa          | Melee | 4 | 3+ | 5  | -2 | 2 |
| Power Klaw             | Melee | 3 | 3+ | 10 | -2 | 2 |

ABILITIES

- Ammo Runts (Once per battle, per unit)

In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have +1 to hit rolls.

Place any number of Ammo Runts tokens next to the unit, removing them when this ability is used.
- Never Too Busy to Fight

Being engaged does not prevent this unit from being eligible to start an action.
- Tide of Muscle

In the Fight phase, if this unit made a charge move this turn, this unit's melee attacks have [LETHAL HITS].



AUFSTELLUNG

- 9-18x Boy
- 1-2x Nob
- Basegrößen: 32mm, Boss Nob (Armageddon) 40mm
- Equipped with: Big Shoota, Burna, Kustom Shoota, Shoota, Slugga, ► Kombi-rokkit - Busta Rokkit, ► Kombi-rokkit - Shoota, ► Kombi-skorcha - Shoota, ► Kombi-skorcha - Skorcha, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Big Choppa, Choppa, Kustom Choppa, Power Klaw
- Wargear Options:
- For every 3 models in this unit, up to 3 models can have their Shoota replaced with 1x Big Shoota, 1x Rokkit Launcha or 1x Choppa. Shoota can replace



KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives

FACTION KEYWORDS: Orks

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FACTION RULES

Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.