

M	T	Sv	W	LD	OC
6"	5	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol CLOSE-QUARTERS	12"	1	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-2	2
Tankhammer DEVASTATING WOUNDS, HAZARDOUS	Melee	3	4+	12	-2	3
► Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	12	-2	3
► Smash Hammer - Standard	Melee	3	3+	7	-2	2

ABILITIES

- Bomb Squig (Once per turn, twice per battle, per unit)**
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:
- On a 3+, that enemy unit suffers D3 mortal wounds.
Place two Bomb Squig tokens next to the unit, removing one each time this ability is used.
- Trophy Hunters**
This unit has +1 to charge rolls.

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.



- AUFSTELLUNG
- 5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/ Knucklebustas
1x Nob
Basegrößen: 32mm, Boss Nob 40mm
Equipped with: Rokkit pistol, Choppa, Knucklebustas, Tankhammer, ► Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE), ► Smash Hammer - Standard
Wargear Options:
■ Each Nob must be equipped with 2 of: Rokkit Pistol, Smash Hammer.



KEYWORDS: Infantry, Breaka Boyz, Explosives
FACTION KEYWORDS: Orks