

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

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	4	0	1	
Burna BLAST 1, TORRENT	12"	3	-	4	0	1	
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1	
Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1	
Slugga 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 LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1	
► Kombi-skorcha - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1	
► Kombi-skorcha - Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1	
► Rokkit Launcha - Blasta 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 CLEAVE 2	Melee	4	3+	7	-1	2	
Choppa	Melee	3	3+	5	-1	1	
Kustom Choppa	Melee	4	3+	5	-2	2	
Power Claw	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 Runt 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 Claw

Special gear Options:
Every 3 models in the unit may have 1 of the following 3 models.



KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives
FACTION KEYWORDS: Orks

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.

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