

STORMBOYZ

70–140 PTS

M	T	Sv	W	LD	OC
12"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Kustom Choppa	Melee	4	3+	5	-2	2
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

Rokkit Charge

When this unit is selected to fight, if this unit made a charge move this turn, you can use this ability. If you do, this unit's melee attacks have:

- +1 A and S.
- [HAZARDOUS].

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

4-9x Stormboy (32mm)
1x Nob (32mm)

Equipped with: Slugga,
Choppa, Kustom Choppa,
Power Klaw

Wargear Options:

- Each Nob can replace its
Kustom Choppa with Power
Klaw.



KEYWORDS: Infantry, Jump
Pack, Fly, Stormboyz,
Explosives
FACTION KEYWORDS:
Orks