

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

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 Burna.
- Each Nob can replace its Kustom Choppa and Kombi-skorcha with Big Choppa.
- Each Nob can replace its Kustom Choppa with Power Klaw.
- Each Nob can replace its Kombi-skorcha with Kustom Shoota or Kombi-rokkit.

KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives

FACTION KEYWORDS: Orks

🎯 RANGED WEAPONS

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

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

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 Burna.
- Each Nob can replace its Kustom Choppa and Kombi-skorcha with Big Choppa.
- Each Nob can replace its Kustom Choppa with Power Klaw.
- Each Nob can replace its Kombi-skorcha with Kustom Shoota or Kombi-rokkit.

KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives

FACTION KEYWORDS: Orks

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].

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.