

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

**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

 **RANGED WEAPONS**

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