



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Burna

BLAST 1TORRENT

R	A	BS	S	AP	D
12"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Kustom Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Slugga

CLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
12"	1	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Kombi-rokkit - Busta Rokkit

R	A	BS	S	AP	D
24"	1	5+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

► Kombi-rokkit - Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Kombi-skorcha - Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Kombi-skorcha - Skorcha

BLAST 1TORRENT

R	A	BS	S	AP	D
12"	3	-	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

► Rokkit Launcha - Blasta

BLAST 2

R	A	BS	S	AP	D
24"	2	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Rokkit Launcha - Busta

R	A	BS	S	AP	D
24"	2	5+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

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.

4ANGRIFF

5NAHKAMPF

Big Choppa

CLEAVE 2

R	A	WS	S	AP	D
Melee	4	3+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Choppa

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Kustom Choppa

R	A	WS	S	AP	D
Melee	4	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power Klaw

R	A	WS	S	AP	D
Melee	3	3+	10	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Tide of Muscle

In the Fight phase, if this unit made a charge move this turn, this unit's melee attacks have [LETHAL HITS].

VERTEIDIGUNG

IMMER / EINMALIG

Never Too Busy to Fight

Being engaged does not prevent this unit from being eligible to start an action.

GEGEN DIESE EINHEIT				
W5 · RW 5+ · 1 LP je Modell				
WIRD VERWUNDET MIT				
2+ S10+	3+ S6–9	4+ S5	5+ S3–4	6+ S1–2
RETTUNGSWURF JE DS				
DS 0	DS –1	DS –2	DS –3	DS –4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG
9-18x Boy 1-2x Nob
Ausrüstung: 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
• 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.