

ORKS

BREAKA BOYZ

Waaagh!

M6"

T5

SV4+

W2

LD7+

OC1

120 PTS

Base 32mm, Boss Nob: 40mm



1KOMMANDO

2BEWEGUNG

Bomb Squig (Once per turn, twice per battle, per unit)

In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

Place two Bomb Squig tokens next to the unit, removing one each time this ability is used.

3BESCHUSS

Rokkit pistol CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	5+	10	-2	3

VERWUNDET

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

Trophy Hunters

This unit has +1 to charge rolls.

5NAHKAMPF

Choppa

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Knucklebustas ANTI-MONSTER/VEHICLE 4+

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

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Tankhammer DEVASTATING WOUNDS

HAZARDOUS

R	A	WS	S	AP	D
Melee	3	4+	12	-2	3

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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► **Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)**

R	A	WS	S	AP	D
Melee	3	3+	12	-2	3

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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► **Smash Hammer - Standard**

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

VERWUNDET

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/ Knucklebustas

1x Nob

Ausrüstung: Rokkit pistol, Choppa, Knucklebustas, Tankhammer, ► Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE), ► Smash Hammer - Standard

▪ Each Nob must be equipped with 2 of: Rokkit Pistol, Smash Hammer.