

ORKS

STORMBOYZ

Waaagh!

M12"

T5

SV5+

W1

LD7+

OC1

70-140 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

SluggaCLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

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

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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SluggaCLOSE-QUARTERS

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

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4ANGRIFF

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].

5NAHKAMPF

Choppa

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

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Kustom Choppa

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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Power Klaw

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

VERWUNDET

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

IMMER / EINMALIG

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
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RETTUNGSWURF JE DS

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

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

AUFSTELLUNG

4-9x Stormboy
1x Nob

Ausrüstung: Slugga, Choppa, Kustom Choppa, Power Klaw

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

KEYWORDS Infantry, Jump Pack, Fly, Stormboyz, Explosives · FRAKTION Orks