



3 BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Burna

BLAST 1

TORRENT

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

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+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Slugga

CLOSE-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+

> Kombi-rokkit - Busta Rokkit

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

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

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+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

> Kombi-skorchia - Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

> Kombi-skorchia - Skorchia

BLAST 1

TORRENT

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

> Rokkit Launcha - Blasta

BLAST 2

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

> Rokkit Launcha - Busta

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

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

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.

5 NAHKAMPF

Big Choppa

CLEAVE 2

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

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+

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+

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+

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

GEGEN DIESE EINHEIT

W5 - RW 5+ - 1 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS	2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
DS 0	DS -1	DS -2	DS -3	DS -4	
5+	6+	-	-	-	

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF


VERTEIDIGUNG

 IMMER / EINMALIG

Never Too Busy to Fight
Being engaged does not prevent this unit from being eligible to start an action.

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 - Skorch, ► 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-skorch with Big Choppa.
- Each Nob can replace its Kustom Choppa with Power Klaw.
- Each Nob can replace its Kombi-skorch with Kustom Shoota or Kombi-rokkit.