

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

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

Knucklebustas **ANTI-MONSTER/VEHICLE 4+**

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+

Tankhammer **DEVASTATING WOUNDS** **HAZARDOUS**

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

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

► Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)

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

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

► Smash Hammer - Standard

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

VERWUNDET

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

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

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.