

ORKS

SQUIGHOG BOYZ

Waaagh!

M10"

T6

SV4+

W4

LD7+

OC2

RW6+

130–260 PTS

Base 75x42mm Oval Base,
Nob on Smasha Squig:
90x52.5mm Oval Base



1KOMMANDO

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2BEWEGUNG

Bomb Squig (Once 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 one Bomb Squig token next to the unit, removing it after this ability is used.

3BESCHUSS

Saddlegit's Shiv **ASSAULT**

R	A	BS	S	AP	D
9"	1	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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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+
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Stikka (ranged) **ANTI-MONSTER/VEHICLE 4+**

ASSAULT

R	A	BS	S	AP	D
9"	1	5+	5	-1	2

VERWUNDET

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

Brutal Impact

If this unit made a charge move this turn, this unit's attacks have +1 D.

5NAHKAMPF

Big Choppa **ANTI-MONSTER/VEHICLE 4+** **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+
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Squig Jaws **EXTRA ATTACKS**

R	A	WS	S	AP	D
Melee	3	4+	6	-1	2

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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Stikka (melee) **ANTI-MONSTER/VEHICLE 4+**

R	A	WS	S	AP	D
Melee	3	3+	5	-1	2

VERWUNDET

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

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 4+ · 6++ · 4 LP je Modell
WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

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

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

AUFSTELLUNG

1-2x Nob on Smasha Squig
3-6x Squighog Boy
Ausrüstung: Saddlegit's Shiv, Slugga, Stikka (ranged), Big Choppa, Squig Jaws, Stikka (melee)