



1KOMMANDO

2BEWEGUNG

Idol of Belligerence
In your Movement phase, when a unit embarked within this unit is selected to make a disembark move, that unit is riled up until the start of your next turn.

3BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

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

VERWUNDET

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

Deffkannon and Supa-rokkits

BLAST 2

R	A	BS	S	AP	D
72"	12	5+	14	-3	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Skorcha

BLAST 2 TORRENT

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

VERWUNDET

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

Twin big shoota

RAPID FIRE 2

TWIN-LINKED

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

VERWUNDET

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

► Supa-gatler - Aimed

LETHAL HITS: NON-MONSTER/VEHICLE

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	30	5+	7	-2	2

VERWUNDET

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

► Supa-gatler - Point Blank

TORRENT

R	A	BS	S	AP	D
12"	3D6+3	-	7	-2	2

VERWUNDET

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

4ANGRIFF

5NAHKAMPF

Mega-choppa

CLEAVE 4

R	A	WS	S	AP	D
Melee	6	3+	24	-4	10

VERWUNDET

2+	3+	4+	5+	6+
T1-12	T13-23	T24	T25-47	T48+

VERTEIDIGUNG

IMMER / EINMALIG

Waaagh! Effigy
This unit is riled up.

GEGEN DIESE EINHEIT

W14 · RW 2+ · 5+ · 30 LP je Modell

WIRD VERWUNDET MIT

2+ S28+	3+ S15-27	4+ S14	5+ S8-13	6+ S1-7
---------	-----------	--------	----------	---------

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deadly Demise 2D6 This ability always takes the form Deadly Demise X.
Super-Heavy Walker Each time a unit with this ability makes a normal, advance or fall-back move: - Models in that unit can move through models (including MONSTER/VEHICLE models, but exclud...
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Stompa
Ausrüstung: Big Shoota, Deffkannon and Supa-rokkits, Skorcha, Twin big shoota, ► Supa-gatler - Aimed, ► Supa-gatler - Point Blank, Mega-choppa
Transport
This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 models.