

ORKS

STORMBOYZ

M

12"

T

5

SV

5+

W

1

LD

7+

OC

1

70-140 PTS

Base 32mm



Waaagh!

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Slugga

CLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R

A

BS

S

AP

D

12"

1

5+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Slugga

CLOSE-QUARTERS

R

A

BS

S

AP

D

12"

1

5+

4

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

4

ANGRIFF

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].

5

NAHKAMPF

Choppa

R

A

WS

S

AP

D

Melee

3

3+

5

-1

1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Kustom Choppa

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+

Power Klaw

R

A

WS

S

AP

D

Melee

3

3+

10

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 5+ · 1 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

5+

6+

-

-

-

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