# BOYZ

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 5+ | 1 | 7+ | 2 |

**AUFSTELLUNG**

9-18x Boy
1-2x Nob
**Basegrößen:** 32mm, Boss Nob (Armageddon) 40mm

**Equipped with:** Big Shoota, Burna, Kustom Shoota, Shoota, Slugga, ➤ Kombi-rokkit - Busta Rokkit, ➤ Kombi-rokkit - Shoota, ➤ Kombi-skorcha - Shoota, ➤ Kombi-skorcha - Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Big Choppa, Choppa, Kustom Choppa, Power Klaw

**Wargear Options:**
- 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-skorcha with Big Choppa.
- Each Nob can replace its Kustom Choppa with Power Klaw.
- Each Nob can replace its Kombi-skorcha with Kustom Shoota or Kombi-rokkit.

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Big Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2 | 36" | 3 | 5+ | 4 | 0 | 1 |
| Burna<br>BLAST 1, TORRENT | 12" | 3 | - | 4 | 0 | 1 |

## ABILITIES

**RULES** - Waaagh!

KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives

| | | | | | | |
|---|---|---|---|---|---|---|
| Kustom Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2 | 18" | 4 | 5+ | 4 | 0 | 1 |
| Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1 | 18" | 2 | 5+ | 4 | 0 | 1 |
| Slugga<br>CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE | 12" | 1 | 5+ | 4 | 0 | 1 |
| ➤ Kombi-rokkit - Busta Rokkit | 24" | 1 | 5+ | 10 | -2 | 3 |
| ➤ Kombi-rokkit - Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1 | 18" | 2 | 5+ | 4 | 0 | 1 |
| ➤ Kombi-skorcha - Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1 | 18" | 2 | 5+ | 4 | 0 | 1 |
| ➤ Kombi-skorcha - Skorcha<br>BLAST 1, TORRENT | 12" | 3 | - | 5 | 0 | 1 |
| ➤ Rokkit Launcha - Blasta<br>BLAST 2 | 24" | 2 | 5+ | 4 | 0 | 1 |
| ➤ Rokkit Launcha - Busta | 24" | 2 | 5+ | 10 | -2 | 3 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Big Choppa<br>CLEAVE 2 | Melee | 4 | 3+ | 7 | -1 | 2 |
| Choppa | Melee | 3 | 3+ | 5 | -1 | 1 |
| Kustom Choppa | Melee | 4 | 3+ | 5 | -2 | 2 |
| Power Klaw | Melee | 3 | 3+ | 10 | -2 | 2 |

**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.*

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

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