BREAKA BOYZ

M	T	SV	W	LD	OC
6"	5	4+	2	7+	1

AUFSTELLUNG

5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/ Knucklebustas
1x Nob

Basegrößen: 32mm, Boss Nob 40mm

Equipped with: Rokkit pistol, Choppa, Knucklebustas, Tankhammer, ➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE), ➤ Smash Hammer - Standard

Wargear Options:

- Each Nob must be equipped with 2 of: Rokkit Pistol, Smash Hammer.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol CLOSE-QUARTERS	12"	1	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-2	2
Tankhammer DEVASTATING WOUNDS, HAZARDOUS	Melee	3	4+	12	-2	3

ABILITIES

RULES - Waaagh!

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.

Trophy Hunters
This unit has +1 to charge rolls.

KEYWORDS: Infantry, Breaka Boyz, Explosives

FACTION: Orks **120 PTS**

➤ Smash Hammer - Hunter (Hunter: MONSTER/ VEHICLE)	Melee	3	3+	12	-2	3
➤ Smash Hammer - Standard	Melee	3	3+	7	-2	2