

NOBZ

M	T	SV	W	LD	OC
6"	5	4+	3	7+	1

AUFSTELLUNG

5-10x Nob w/ Kustom Shoota and Kustom Krumpa oder Nob w/ Kombi-rokkit and Kustom Krumpa (32mm)

Equipped with: Big Skorcha, Kustom Big Shoota, Kustom Shoota, ► Kombi-rokkit - Busta Rokkit, ► Kombi-rokkit - Shoota, Big Choppa, Kustom Choppa, Kustom Krumpa

Wargear Options:

- This model's Kustom Shoota can be replaced with 1x Kombi-rokkit.
- This model's Kustom Krumpa and Kustom Shoota can be replaced with 1x Big Choppa, 1x Kustom Choppa or 1x Kustom Choppa.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Skorcha BLAST 2, TORRENT	18"	3	-	5	-1	1
Kustom Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE	18"	8	5+	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
► Kombi-rokkit - Busta Rokkit	24"	1	5+	10	-2	3
► Kombi-rokkit - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1

ABILITIES

RULES - Waaagh!

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 Runt tokens next to the unit, removing them when this ability is used.

Get Out da Way!

While making a charge move, this unit can move through models (excluding MONSTER/VEHICLE models).



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa Cleave 2	Melee	4	3+	7	-1	2
Kustom Choppa	Melee	4	3+	5	-2	2
Kustom Krumpa	Melee	3	3+	10	-2	2

◆ Paired Krumpas

Attacks made with this model's Kustom Krumpa weapon can re-roll hit rolls and wound rolls.

