STORMBOYZ

M	T	SV	W	LD	OC
12"	5	5+	1	7+	1

AUFSTELLUNG

4-9x Stormboy (32mm)
1x Nob (32mm)

Equipped with: Slugga, Choppa, Kustom Choppa, Power Klaw

Wargear Options:

- Each Nob can replace its Kustom Choppa with Power Klaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Kustom Choppa	Melee	4	3+	5	-2	2
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

RULES - Waaagh!

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].

KEYWORDS: Infantry, Jump Pack, Fly, Stormboyz, Explosives

FACTION: Orks **70–140 PTS**