

ORKS

BOYZ

85-170 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 2	36"	3	5+	4	0	1
Burna BLAST 1 TORRENT	12"	3	-	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 2	18"	4	5+	4	0	1
Shoota LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 1	18"	2	5+	4	0	1
Slugga 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 LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 1	18"	2	5+	4	0	1
► Kombi-skorcha - Shoota LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 1	18"	2	5+	4	0	1
► Kombi-skorcha - Skorcha BLAST 1 TORRENT	12"	3	-	5	0	1

► Rokkit Launcha - Blasta 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 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

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.



ABILITIES

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].

CORE RULES

◇ **Waaagh!**

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

