

ORKS

BREAKA
BOYZ

120 PTS



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

➤ RANGED WEAPONS

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas	Melee	4	3+	5	-2	2
ANTI-MONSTER/VEHICLE 4+						
Tankhammer	Melee	3	4+	12	-2	3
DEVASTATING WOUNDS						
HAZARDOUS						
➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	12	-2	3
➤ Smash Hammer - Standard	Melee	3	3+	7	-2	2

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.

ABILITIES

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.



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.

