

ORKS

NOBZ

115–230 PTS



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

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

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

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.

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 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).

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

