

ORKS

TANKBUSTAS

160 PTS



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

➤ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol	12"	1	4+	10	-2	3
CLOSE-QUARTERS						
➤ Busta Rokkit Launcha - Hunter (Hunter: MONSTER/VEHICLE)	24"	3	4+	12	-2	3
➤ Busta Rokkit Launcha - Standard	24"	2	4+	10	-2	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Gitstikka	Melee	3	3+	5	0	1
➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	12	-2	3
➤ Smash Hammer - Standard	Melee	3	3+	7	-2	2

AUFSTELLUNG

1x Nob
5x Tankbusta w/ Busta Rokkit Launcha oder Tankbusta w/ Two Busta Rokkit Launchas oder Tankbusta w/ Pulsa rokkit
Basegrößen: 32mm, Boss Nob 40mm
Equipped with: Rokkit pistol, ➤ Busta Rokkit Launcha - Hunter (Hunter: MONSTER/VEHICLE), ➤ Busta Rokkit Launcha - Standard, Choppa, Gitstikka, ➤ 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.

Pulsa Rokkit (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can select one enemy MONSTER/VEHICLE unit within 24" of this unit. If you do, this unit's attacks that target that unit have:
- +1 AP.
- [LETHAL HITS].

Rokkit Barrage
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That unit makes a battle-shock roll, with -1 to that battle-shock roll.



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.