

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	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+	4	-1	1
Power klaw	Melee	3	4+	9	-2	2

ABILITIES

Full Throttle
This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG
4-9x Stormboy (32mm)
1x Boss Nob (32mm)
Equipped with: Slugga, Choppa, Power klaw
Wargear Options:
■ Each Boss Nob can replace its Choppa with Power klaw.



KEYWORDS: Infantry, Jump Pack, Fly, Grenades, Stormboyz
FACTION KEYWORDS: Orks