

ORKS

BREAKA
BOYZ

125 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+	9	-2	3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas  	Melee	5	3+	5	-1	1
						
Smash hammer  	Melee	2	3+	6	-2	3
Tankhammer  	Melee	2	3+	6	-2	3
 						

AUFSTELLUNG

5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/
Knucklebustas
1x Boss Nob

Basegrößen: 32mm, Boss Nob 40mm

Equipped with: Rokkit pistol, Choppa, Knucklebustas, Smash hammer,
Tankhammer

Wargear Options:

- Each Boss Nob must be equipped with 2 of: Rokkit pistol, Smash hammer.

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a BOYZ unit, it can be attached to this unit instead.

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Trophy Hunters

Each time this unit declares a charge, you can re-roll the Charge roll.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

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.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.