

ORKS

NOBZ

105–210 PTS



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

RANGED WEAPONS

| WEAPON                                                                                | RANGE | A | BS | S | AP | D |
|---------------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Kombi-weapon <b>ANTI-INFANTRY 4+</b> <b>DEVASTATING WOUNDS</b><br><b>RAPID FIRE 1</b> | 24"   | 1 | 5+ | 4 | 0  | 1 |
| Slugga<br>CLOSE-QUARTERS                                                              | 12"   | 1 | 5+ | 4 | 0  | 1 |
| Slugga<br>CLOSE-QUARTERS                                                              | 12"   | 1 | 5+ | 4 | 0  | 1 |

MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Big choppa          | Melee | 3 | 3+ | 7 | -1 | 2 |
| Close combat weapon | Melee | 3 | 3+ | 5 | 0  | 1 |
| Power claw          | Melee | 3 | 4+ | 9 | -2 | 2 |

AUFSTELLUNG

4-9x Nob w/ Slugga and big choppa oder Nob w/ Slugga and power claw oder Nob w/ Kombi-weapon (32mm)  
1x Boss Nob (32mm)

**Equipped with:** Kombi-weapon, Slugga, Big choppa, Close combat weapon, Power claw

Wargear Options:

- This model's Big choppa can be replaced with 1x Power claw.
- This model's Slugga and Big choppa can be replaced with 1x Close combat weapon and 1x Kombi-weapon.
- Each Boss Nob can replace its Slugga and big choppa with Slugga and power claw or Kombi-weapon.

ABILITIES

Ammo Runt

Once per battle for each ammo runt this unit has, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the **[LETHAL HITS]** ability.

**Designer's Note:** Place the relevant number of Ammo Runt tokens next to the unit, removing one each time the unit uses this ability.

Da Boss' Ladz

While a WARBOSS model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound 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.*

### LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

### RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

## 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.