

ORKS

STORMBOYZ

65–130 PTS



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

✚

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						

✂

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	4	-1	1
Power klaw	Melee	3	4+	9	-2	2

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.

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.

