

<b>ORK BOYZ</b>	
Type: Inf Speed: 15cm Armor: 6+ Range: 6+ Firepower: CC: 4+ Notes: FF: 6+	Weapon (15 cm) Small Arms Shootas Big Shootas Choppas (Base) Assault Weapons AP6+/AT6+ 30cm
<p><b>ORK GROTZ</b></p> Type: Inf Speed: 15cm Armor: None Range: None Firepower: CC: 6+ Notes: FF: 6+	
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## ORK BOYZ

Add 1 Ork Boyz unit and an optional Grotz unit to the formation.

+25 Points

<b>ORK STORMBOYZ</b>	
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## ORK STORMBOYZ

Add 1 Ork Stormboyz unit to the formation.

+25 Points

*working out who has won combat.*

*for Grotz units that are killed, and don't count Grotz units lost in an assault when working out who has won combat.*

*for Grotz units that contain at least 1 Ork unit don't receive blast markers*

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*Stormboyz: Jump Packs, Scouts*

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