

ORK ODDBOYZ

Type: Character	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
Weapon	Range	Firepower	Notes	
Supa-Zzap-Gun	60cm	MW3+	Titan-Killer (D3)	
OR				
Soopagun	60cm	2BP	Macro-Weapon	

Oddboyz: *Ork Oddboyz can be one of two types: Big Meks or Slavers. Both are characters shown above. A Slaver may added to a big gun and upgrades the one of the big gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the Characters. A Big Mek can be added to a gunwagon or gunfortress and upgrades*

ORK ODDBOYZ

An Oddboy may be either a Slaver or a Big Mek.



+50 Points

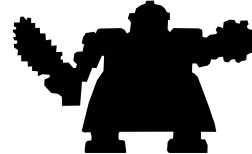


Type: AV	Speed: 15cm	Armor: 4+	CC: 4+	FF: 4+
Weapon	Range	Firepower	Notes	
2-3x Big Guns	45cm	AP5+/AT3+		
0-1 Kombat Ammer	30cm	AP5+/AT6+ and		
(Base)		Assault Weapon		
		MW, Extra Attack (+1)		

Stompa: *Reinforced Armour. Walker. May be armed with 3 big guns or 2 big guns and 1 Kombat Ammer. The Kombat Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.*

ORK STOMPAS

Add 1 Ork Stompa unit to the formation.



+75 Points



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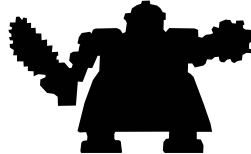


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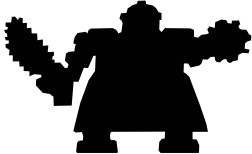


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