

MOB NAME:

MOB RATING:

TEEF HOARD:

		CHADACTEDICT	inc .	11174 00410 011110		IINCADO	ale ella	No.			
	NAME	M WS BS S T W I	A Ld	AND INJURIES	Short Long To	To Hit To Hit Str.		Save Dam. Ammo	Notes	COST	EXP.
6											
A /	mob must consist of at ne Nob. No more than t	A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs.	The mob rating is plus their total co	The mob rating is the total experience divided by ten, plus their total cost of the warriors and their vehicles.				OTAL PO	TOTAL POINTS COST		

No more than half of the mob may be Grots.

AND EXPERIENCE

		0.2																					
w	2	-	Score	DRIVER:	ω	2	-	Score	DRIVER:	UEHICLE		w	2	-	Score	DRIVER:	UEHICLE	w	2	-	Score	DRIVER:	UEHICLE
			Armour	DEHICLE TYPE: DRIUER:				Armour	R:	LE TYPE:	100				Armour	R.	LE TYPE:				Armour	R:	LE TYPE:
			Location/Damage	NAME: SPANNER:				Location/Damage	SPANNER:	NAME:					Location/Damage		NAME:				Location/Damage		NAME:
6	5	4	Score	R :	6	5	4	Score	?			6	57	4	Score	3.		6	57	4	Score	3	
			Armour					Armour							Armour						Armour		
			Location/Damage	COST:				Location/Damage		COST:	-				Location/Damage		COST:				Location/Damage		COST:
	nusion sobs, oubbins and remmairent damage.	BIISTOM IORS CHIRPINS AND DEPMANENT DAMAGE:	Short Long To Hit To Hit Strength Modifiers Damage Ammo Notes	WEAPON TYPE:		nusiom Jobs, oubblins and reminately Damboe.	RIICTOM IORS CIIRRINS AND DERMANENT DAMAGE:	Short Long Short Long Strength Modifiers Damage Ammo Notes		FIXED WEAPON TYPE: GUNNER:				RIISTOM IORS CIIRRINS AND DERMANENT DAMAGE:	Short Long Short Long Strength Modifiers Damage Ammo Notes		FIXED WEAPON TYPE: GUNNER:			RUSTOM IORS GURRINS AND PERMANENT DAMAGE:	Short Long To Hit To Hit Strength Modifiers Damage Ammo Notes		FIXED WEAPON TYPE: GUNNER:
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