

## ENHANCEMENTS

## Targetin' Gizmos

25 pts

WAGON unit only. While a BIG MEK model is embarked within this unit:

- This unit's ranged attacks have [IGNORES COVER].
- If this unit is riled up, this unit's ranged attacks have [SUSTAINED HITS 1].

## Boss Boomer

10 pts

WAGON unit only. While a WARBOSS model is embarked within this unit, this unit has that WARBOSS model's Intimidating Motivation/Keep Huntin' ability.

## DETACHMENT-REGEL

- Friendly WAGON units can re-roll charge rolls.
- When a friendly WAGON unit is selected to make an advance move, that unit can change advance rolls to a 6.

## STRATAGEMS

1 CP

BLITZ BRIGADE STRATAGEM · WAHAPEDIA

MOVEMENT

## READIED BRAWLERS

**When:** Your Movement phase, when a friendly Wagon unit ends a normal move.

**Target:** That WAGON unit.

**Effect:** Units embarked within your unit can make an assault disembark move.

1 CP

BLITZ BRIGADE STRATAGEM · WAHAPEDIA

FIGHT

## KEEP IT RUNNIN'

**When:** End of the Fight phase.

**Target:** One friendly unengaged Orks Infantry unit that was eligible to fight this phase and is wholly within 6" of a friendly Transport unit that INFANTRY unit is able to embark within.

**Effect:** Your INFANTRY unit embarks within that TRANSPORT unit.

1 CP

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CHARGE

## IMPENDING KRUNCH

**When:** Your Charge phase, when a friendly Wagon unit ends a charge move.

**Target:** That WAGON unit.

**Effect:** Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.