

ORKS

BLITZ BRIGADE

3 Stratagems · 2 Enhancements



1 DP · TAKE AND HOLD

ENHANCEMENTS (2)

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 RULE

- 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 (3/3)

1 CP

BLITZ BRIGADE STRATAGEM

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

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.

1 CP BLITZ BRIGADE STRATAGEM 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.