

ORKS FLYBOYZ

3 Stratagems · 2 Enhancements



1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Impulsive Recon

15 pts

ORKS AIRCRAFT unit only. In your first Movement phase, this unit can make an ingress move.

Flyboss

20 pts

ORKS AIRCRAFT unit only.

- This unit has CHARACTER.

- When this unit ends an ingress move, each friendly ORKS AIRCRAFT/ DEFFKOPTAS unit within 6" of this unit is riled up until the start of your next turn.

DETACHMENT RULE

- Friendly ORKS AIRCRAFT do not count towards the combined points value of your strategic reserves units.
- While a friendly ORKS AIRCRAFT/DEFFKOPTAS unit is riled up, this unit's ranged attacks have +1 to hit rolls.

STRATAGEMS (3/3)

1 CP

FLYBOYZ STRATAGEM

MOVEMENT

WHIRLIGIG EVASION

When: Your opponent's Movement phase, when an enemy unit ends a move.

Target: One friendly unengaged Deffkoptas unit within 8" of that enemy unit.

Effect: Your unit can make a normal move of: Up to D6". Or: If your unit is riled up, up to 6".

1 CP

FLYBOYZ STRATAGEM

SHOOTING

LONG, UNCONTROLLED BURSTS

When: Your Shooting phase, when a friendly Orks Aircraft/Deffkoptas unit is selected to shoot.

Target: That ORKS AIRCRAFT/DEFFKOPTAS unit.

Effect: When your unit's ranged attacks target a FLY unit, those attacks can re-roll hit rolls.

1 CP FLYBOYZ STRATAGEM ANY

FLYIN' HEADBUTT

When: Any phase, when a friendly Orks Aircraft unit is destroyed, before rolling for any Deadly Demise.

Target: That ORKS unit.

Effect: Your unit does not have the Deadly Demise ability. Select one enemy unit within 12" of your unit and roll eight D6: For each 4+, that enemy unit suffers 1 mortal wound. Then remove your unit from the battlefield.