ORKS

WRECKAS

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Kaptin's Hat — 25 pts

BIG MEK/WARBOSS INFANTRY model only. When both players have deployed their armies, you can redeploy up to three friendly ORKS INFANTRY units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Supa-snazz Dakka — 25 pts

FLASH GITZ unit only. This unit's Snazzgun weapons have [RAPID FIRE 1].

DETACHMENT RULE

In your Shooting phase, when a friendly BREAKA BOYZ/FLASH GITZ/TANKBUSTAS unit is selected to shoot, if any of the following apply, that unit's attacks can re-roll hit rolls of 1:

- That unit is within range of an objective.

- The target of that attack is within range of an objective.

STRATAGEMS (3/3)

1 CP · WRECKAS STRATAGEM · SHOOTING

DRIVE-BY BUSTIN'

When: Your Shooting phase, when a friendly Orks Transport unit is selected to shoot.
Target: That ORKS TRANSPORT unit.
Effect: Your unit's ranged attacks with weapons selected for the Firing Deck ability have +1 to hit rolls.

1 CP · WRECKAS STRATAGEM · SHOOTING

GRAB IT

When: Your Shooting phase, when a friendly unengaged Breaka Boyz/Flash Gitz/Tankbustas unit has shot.
Target: That BREAKA BOYZ/FLASH GITZ/TANKBUSTAS unit.
Effect: Your unit can make a normal move of up to 6", and must end that move within range of an objective. Your unit is not eligible to declare a charge until the end of the turn.

1 CP WRECKAS STRATAGEM SHOOTING

GUN-CRAZY SHOW-OFFS

When: Your opponent's Shooting phase, when an enemy unit has shot.
Target: One friendly Flash Gitz/Tankbustas unit hit by those attacks.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.