FLASH GITZ - ORKS

110–220 PTS

M	T	Sv	W	LD	OC
6"	5	4+	3	7+	1

AUFSTELLUNG

4-9x Flash Gitz (40mm)
1x Kaptin (40mm)

Equipped with: ➤ Snazzgun - Cutta, ➤ Snazzgun - Dakka, ➤ Snazzgun - Kill Shot, Choppa

KEYWORDS: Infantry, Flash Gitz, Explosives

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Snazzgun - Cutta HAZARDOUS, MELTA 2	12"	1	4+	9	-3	D3+2
➤ Snazzgun - Dakka LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	3	4+	6	-1	2
➤ Snazzgun - Kill Shot HAZARDOUS	36"	2	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

ABILITIES

Finderz Keeperz
In your Shooting phase, if any of the following apply, this unit's ranged attacks have +1 AP.

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

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.