

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Wazbom Blastajet (150x95mm Oval Base)

Equipped with: Dual Supa-shoota, Dual Tellyport Mega-blasta, Dual Wazbom Mega-kannon, Smasha Gun, Armoured Impact

Wargear Options:

- This model can replace its Dual Wazbom Mega-kannon with Dual Tellyport Mega-blasta.

KEYWORDS: Vehicle, Aircraft, Fly, Wazbom Blastajet, Speed Freeks, Smoke

FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Supa-shoota IGNORES COVER, LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	8	4+	6	-1	1
Dual Tellyport Mega-blasta BLAST 1, IGNORES COVER, RAPID FIRE 6	24"	6	4+	9	-2	3
Dual Wazbom Mega-kannon HAZARDOUS, IGNORES COVER	36"	4	4+	12	-2	4
Smasha Gun IGNORES COVER	48"	4	4+	6	-3	3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Blastajet Force Field

Models in this unit:

- Have 5+ InSv.
- Do not have SMOKE.

Go fer da Weak Spot

In your Shooting phase, this unit's ranged attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls.

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.

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CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.