ORKS

BLITZA-BOMMER

Deadly Demise D3 | Waaagh!

M	T	SV	W	LD	OC	RW
-	9	3+	12	7+	-	6+

115 PTS

Base 120x92mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Dual Supa-shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 4

R	A	BS	S	AP	D
36"	8	5+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

4 ANGRIFF

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5 NAHKAMPF

Armoured Impact

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Boom Bomb

At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll one D6 for that unit:

- On a 1-3, that enemy unit suffers D3 mortal wounds.
- On a 4-5, that enemy unit suffers 3 mortal wounds.
- On a 6, that enemy unit suffers D3+3 mortal wounds.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W9 · RW 3+ · 6++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	6++

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Blitza-bommer

Ausrüstung: Big Shoota, Dual Supa-shoota, Armoured Impact

KEYWORDS Vehicle, Aircraft, Fly, Blitza-bommer, Speed Freeks · **FRAKTION** Orks