

BLITZA-BOMMER

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

AUFSTELLUNG

1x Blitzza-bommer (120x92mm Oval Base)

Equipped with: Big Shoota, Dual Supa-shoota, Armoured Impact

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Dual Supa-shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	8	5+	6	-1	1

MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3, Waaagh!

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.

