

FLASH GITZ

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

⦿ 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

RULES - Waaagh!

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.

