

ORKS

BLITZA-
BOMMER

115 PTS



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



RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Blitzza-bommer (120x92mm Oval Base)

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

ABILITIES

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.

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").

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.

