

ORKS

FLASH
GITZ

110–220 PTS



M	T	SV	W	LD	OC
6"	5	4+	3	7+	1

✦ 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

AUFSTELLUNG

4-9x Flash Gitz (40mm)
1x Kaptin (40mm)

Equipped with: ► Snazzgun - Cutta, ► Snazzgun - Dakka, ► Snazzgun - Kill Shot, Choppa

ABILITIES

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.

CORE 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.

