

ORKS

WAZBOM
BLASTAJET

215 PTS



M

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SV

W

LD

OC

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Supa-shoota	36"	8	4+	6	-1	1
IGNORES COVER						
LETHAL HITS: NON-MONSTER/VEHICLE						
RAPID FIRE 4						
Dual Tellyport Mega-blasta	24"	6	4+	9	-2	3
BLAST 1						
IGNORES COVER						
RAPID FIRE 6						
Dual Wazbom Mega-kannon	36"	4	4+	12	-2	4
HAZARDOUS						
IGNORES COVER						
Smasha Gun	48"	4	4+	6	-3	3
IGNORES COVER						

MELEE WEAPONS

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

AUFSTELLUNG

- 1x Wazbom Blastajet (150x95mm Oval Base)
- Equipped with: Dual Supa-shoota, Dual Tellyport Mega-blasta, Dual Wazbom Mega-kannon, Smasha Gun, Armoured Impact
- Wargear Options:
- This model can replace its Dual Wazbom Mega-kannon with Dual Tellyport Mega-blasta.

ABILITIES

- Blastajet Force Field
- Models in this unit:
- Have 5+ InSv.

- Do not have SMOKE.
- Go fer da Weak Spot
- In your Shooting phase, this unit's ranged attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls.



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.

