

DEFFKOPTAS WITH BIG SHOOTAS

[LEGENDS] - ORKS

130 PTS

DEFFKOPTAS WITH BIG SHOOTAS

M	T	Sv	W	LD	OC
12"	6	4+	4	7+	2

INVULNERABLE
SAVE

6+

AUFSTELLUNG

3x Deffkoptas with Big Shootas - Equipped with: Slugga, Spinnin' blades, Killsaw, Twin big shoota, Kopta rokkits, Kustom mega-blasta

Wargear Options:

- This model can be equipped with 1x Killsaw.
- This model can replace its Twin big shoota with Kopta rokkits or Kustom mega-blasta.

KEYWORDS: Vehicle, Deffkoptas with Big Shootas, Fly, Grenades

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kopta rokkits BLAST, TWIN-LINKED	24"	D3	5+	9	-2	3
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
Spinnin' blades	Melee	6	3+	5	0	1

ABILITIES

Deff from Above

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

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Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.