

GROT BOMM LAUNCHA [LEGENDS] - ORKS50 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Grot Bomm Launcha [Legends]

Equipped with: Grot-guided bomms, Spiked wheel

KEYWORDS: Mounted, Speed Freeks, Grot Bomm Launcha, Grots

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot-guided bomms BLAST, ONE SHOT, INDIRECT FIRE	72"	D6	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

ABILITIES

Furious Barrage

Each time this model makes a ranged attack that targets an enemy unit that contains five or more models, you can re-roll the Hit roll.

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).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.