

UFTHAK BLACKHAWK [LEGENDS] - ORKS

70 PTS

M	T	Sv	W	LD	OC
6"	5	4+	6	6+	1

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Ufthak Blackhawk [Legends]

Equipped with: Shokk rifle, Princess' jaws, Snazzhammer

KEYWORDS:

Infantry, Epic Hero, Character, Grenades, Warboss, Ufthak Blackhawk, Leader

FACTION KEYWORDS:

Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shokk rifle DEVASTATING WOUNDS, HAZARDOUS, PRECISION	24"	1	4+	8	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Princess' jaws EXTRA ATTACKS	Melee	2	4+	4	0	1
Snazzhammer DEVASTATING WOUNDS	Melee	4	3+	10	-2	2

ABILITIES

CORE - Leader

Gargantsmasha

Each time this model makes an attack that targets a Titanic* unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Tellyporta Tech

While this model is leading a unit, models in that unit have the Deep Strike ability.

Leader

This model can be attached to the following units:

- BOYZ

- NOBZ

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

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Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.