

DEFFKOPTAS WITH BIG SHOOTAS [LEGENDS]

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

AUFSTELLUNG

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

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kopta rokkit 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

RULES - Close-quarters, Deep Strike

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 RULES

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.