

DEFFKOPTAS

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

AUFSTELLUNG

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta (75x42mm Oval Base)

Equipped with: Kopta rokkit, Kustom mega-blasta, Slugga, Spinnin' blades

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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.

Twin-linked

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