

FLASH GITZ

M	T	SV	W	LD	OC
6"	5	4+	2	7+	1

AUFSTELLUNG

4-9x Flash Gitz (40mm)

1x Kaptin (40mm)

Equipped with: Snazzgun, Choppa

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Snazzgun HEAVY, SUSTAINED HITS 1	24"	3	5+	6	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

ABILITIES

Ammo Runt

Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the **[LETHAL HITS]** ability.

Designer's Note: *Place an Ammo Runt token next to the unit, removing it after this ability has been used.*

Gun-crazy Show-offs

Each time a model in this unit targets the closest eligible target with its snazzgun, until the end of the phase, that weapon has an Attacks characteristic of 4.



WEAPON RULES

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).