

GROT BOMM LAUNCHA [LEGENDS]

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

AUFSTELLUNG

1x Grot Bomm Launcha [Legends]

Equipped with: Grot-guided bomms, Spiked wheel

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 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).*

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.