

GROT BOMM LAUNCHA

[LEGENDS]

50 PTS



M

12"

T

6

SV

4+

W

6

LD

7+

OC

2

6+

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

AUFSTELLUNG

1x Grot Bomm Launcha [Legends]

Equipped with: Grot-guided bomms, Spiked wheel

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.

