

ORKS

KUSTOM BOOSTA-BLASTA

70 PTS



M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	6+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Burna exhausts	IGNORES COVER	TORRENT	TWIN-LINKED	6"	2D6	N/A	4 0 1
Grot blasta	PISTOL			12"	1	4+	3 0 1
Rivet kannon	ASSAULT	RAPID FIRE 3		36"	6	5+	8 -1 2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	4	4+	7	-1	2

AUFSTELLUNG

1x Kustom Boosta-blasta (150x95mm Oval Base)
Equipped with: Burna exhausts, Grot blasta, Rivet kannon, Spiked wheels

ABILITIES

Rivetin' Dakka

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with a rivet kannon. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes a ranged attack, subtract 1 from the Hit roll.

WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

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



CORE RULES

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

