

ORKS

TANKBUSTAS

125 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Rokkit pistol PISTOL	12"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	2	3+	6	-2	3

AUFSTELLUNG

- 1x Boss Nob
- 5x Tankbusta w/ Rokkit launcha oder Tankbusta w/ Two rokkit launchas oder Tankbusta w/ Pulsa rokkit
- Basegrößen: 32mm, Boss Nob 40mm
- Equipped with: Rokkit launcha, Rokkit pistol, Choppa, Close combat weapon, Smash hammer
- Wargear Options:
- Each Boss Nob must be equipped with 2 of: Smash hammer, Rokkit pistol.

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a LOOTAS unit, it can be attached to this unit instead.

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Pulsa Rokkit

Once per battle, when the bearer's unit is selected to shoot in your Shooting phase, the bearer can use its pulsa rokkit. If it does, until the end of the phase, improve the Strength and Armour Penetration characteristics of ranged weapons equipped by models in the bearer's unit by 1.

Tank Hunters

Each time a model in this unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll and add 1 to the Wound roll.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

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.