

ORKS

WAZBOM
BLASTAJET

165 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Smasha gun BLAST	48"	D3	4+	9	-3	4
Twin supa-shoota RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	4	4+	6	-1	1
Twin tellyport mega-blasta BLAST TWIN-LINKED	24"	3	5+	9	-1	D6+1
Twin wazbom mega-kannon BLAST HAZARDOUS TWIN-LINKED	36"	D3	4+	12	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Wazbom Blastajet (150x95mm Oval Base)

Equipped with: Smasha gun, Twin supa-shoota, Twin tellyport mega-blasta, Twin wazbom mega-kannon, Armoured hull

Wargear Options:

- This model can replace its Twin wazbom mega-kannon with Twin tellyport mega-blasta.

ABILITIES

Blastajet Attack Run

Each time this model makes a ranged attack that targets a unit that cannot FLY, re-roll a Hit roll of 1.

Blastajet Force Field

The bearer has a 4+ invulnerable save, but it loses the Grenades keyword.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from 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).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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).*

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).*

TWIN-LINKED

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

CORE RULES

◇ Deadly Demise D3

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").

