

BLITZ BRIGADE

ENHANCEMENTS

Supercharged Squig Oil

10 pts

Mek model only. Each time the bearer uses its Mekaniak ability, until the end of the turn, you can re-roll Charge rolls for the selected Vehicle model's unit.

Runnin' Boots

10 pts

Orks Infantry Character model only. Each time you make a Charge roll for the bearer's unit, if that unit disembarked from a Transport this turn, add 1 to the result.

Tuff Git

5 pts

Orks Infantry Character model only. At the end of a phase in which the bearer's unit disembarked from a Transport, if that unit is Battle-shocked, it is no longer Battle-shocked.

Blitzkaptin

25 pts

Orks Character model only. After both players have deployed their armies, if the bearer's unit (or any Transport it is embarked within) is on the battlefield, select up to three Orks Vehicle units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT-REGEL

Each time an Orks unit from your army disembarks from a Transport, until the end of the turn, you can re-roll Advance and Charge rolls made for that Orks unit.

STRATAGEMS

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

MEKANISED BRUTALITY

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig unit from your army that has not been selected to move this phase.

Effect: Until the end of the turn, each time a unit disembarks from your unit after your unit makes a Normal move, that disembarked unit is still eligible to declare a charge this turn.

1 CP

BLITZ BRIGADE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

SHOOTING

ARMOURED DUELLISTS

When: Your Shooting phase.

Target: One Orks Vehicle unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time your unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll and add 1 to the Wound roll.

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

MOVEMENT

RUN 'EM DOWN

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig unit from your army that has not been selected to move this phase.

Effect: Select up to two other friendly Orks Vehicle or Orks Monster units within 6" of your unit. Until the end of the turn, your unit and each unit you selected are eligible to declare a charge in a turn in which they Advanced.

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

IMPERVIOUS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Battlewagon, Kill Rig or Hunta Rig unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

YOOZ IN TROUBLE NOW

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Battlewagon, Hunta Rig or Kill Rig model from your army that was hit by one or more of the attacking unit's attacks.

Effect: One Orks Infantry unit embarked within your model can disembark and make a Surge move. To do so, roll one D6: models in that unit move a number of inches up to this result, but that unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

MOUNT UP, LADZ

When: End of the Fight phase.

Target: One Orks Infantry unit from your army that is not within Engagement Range of one or more enemy units, and one friendly Transport it is able to embark within.

Effect: If your ORKS INFANTRY unit is wholly within 6" of that TRANSPORT, it can embark within it.