

NORK DEDDOG

60 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper gun RAPID FIRE 3	18"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huge knife DEVASTATING WOUNDS	Melee	6	2+	8	-1	2

AUFSTELLUNG

1x Nork Deddog (40mm)

Equipped with: Ripper gun, Huge knife

ABILITIES

Loyal Protector

At the start of the Declare Battle Formations step, this model must join one Command Squad unit from your army (a Command Squad cannot have more than one Loyal Protector model joined to it). This model then counts as part of that Command Squad for the rest of the battle, and its Starting Strength is increased accordingly. If it is not possible to join this model to a Command Squad, it does not take part in the battle and counts as having been destroyed.

While this model is joined to a unit, it can embark within any Transport that unit can embark within, and takes up the space of 3 models.

This model cannot be selected as your Warlord.

Ogryn Bodyguard

While one or more Officer models are in the same unit as this model, those Officer models have the Feel No Pain 4+ ability

Thunderous Head-butt

Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*



CORE RULES

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

