

ORKS

DREAD MOB

3 Stratagems · 2 Enhancements

 1 DP · PURGE THE FOE

ENHANCEMENTS (2)

Cybork Boosta

10 pts

BIG MEK/MEK model only. This model has +2" M.

Dreadherder

30 pts

BIG MEK model only. While this model is within 3" of a friendly ORKS WALKER unit (excluding BIG MEK units):

- This model has Lone Operative.
- In your Shooting phase, you can select one friendly ORKS WALKER unit within 3" of this model. That unit's attacks can re-roll hit rolls of 1 until the end of the turn.

DETACHMENT RULE

In your Shooting phase or the Fight phase, when a friendly ORKS WALKER unit (excluding TITANIC units) is selected to attack, you can use this ability. If you do, roll either one D6 or two D6 (keep re-rolling duplicate results). This unit's attacks have the relevant rule(s).

If you rolled two D6, when this unit has attacked, this unit makes one hazard roll.

STRATAGEMS (3/3)

1 CP

DREAD MOB STRATAGEM

MOVEMENT

DREAD POWER

When: Your Movement phase.

Target: One friendly Orks Walker unit.

Effect: Your unit is riled up until the start of your next turn.

1 CP

DREAD MOB STRATAGEM

CHARGE

STOMPING JUGGERNAUT

When: Your Movement/Charge phase, when a friendly Orks Walker unit is selected to move or declares a charge.

Target: That ORKS WALKER unit.

Effect: Your unit has MOBILE.

1 CP DREAD MOB STRATAGEM FIGHT

CRAZED RAMPAGE

When: Fight phase, when an enemy unit targets a friendly Orks Walker unit (excluding Titanic units).

Target: That ORKS WALKER unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +3 to the result if your unit has Deff Dread: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.