ORKS

KULT OF SPEED

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Competitive Streak — 15 pts

DEFFKILLA WARTRIKE model only. This unit can re-roll charge rolls.

Smoky Gubbinz — 10 pts

SPEED FREEKS unit only (excluding AIRCRAFT units). When an attack targets a unit that is not fully visible to the attacking model because of a model in this unit, the target has the benefit of cover against that attack.

DETACHMENT RULE

- Friendly WARBIKERS units have BATTLELINE.

- When a friendly SPEED FREEKS unit is selected to make an advance/fall-back move:

- That unit's ranged attacks have [ASSAULT] until the end of the turn.

- That move does not prevent that unit from being eligible to declare a charge.

STRATAGEMS (3/3)

1 CP · KULT OF SPEED STRATAGEM · MOVEMENT

DELICIOUS EATING SQUIGS

When: Your Movement phase.
Target: One friendly Rukkatrukk Squigbuggies unit.
Effect: Select any number of friendly Orks Infantry units within 3" of your unit. Each selected unit heals 3 wounds.

1 CP · KULT OF SPEED STRATAGEM · SHOOTING

DAKKASTORM

When: Your Shooting phase, when a friendly Speed Freeks unit is selected to shoot.
Target: That SPEED FREEKS unit.
Effect: Your unit's ranged attacks have [Sustained Hits 1].

1 CP KULT OF SPEED STRATAGEM SHOOTING

SPEEDIEST FREEKS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Speed Freeks unit.

Target: That SPEED FREEKS unit.

Effect: Ranged attacks that target your unit fail on an unmodified hit roll of 1-3.