DEFFKILLA WARTRIKE

80 PTS

M	T	Sv	W	LD	OC
12"	6	4+	9	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boomstikks ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	12"	6	5+	5	0	1
Snagga Klaw ASSAULT, PRECISION	12"	1	5+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snagga Klaw CLEAVE 2	Melee	5	2+	7	-2	2
➤ Killa Jet - Burna CLEAVE 1, EXTRA ATTACKS	Melee	3	3+	5	-1	1
➤ Killa Jet - Cutta EXTRA ATTACKS	Melee	1	3+	10	-3	D6+2

ABILITIES

CORE - Leader

Fuel-mixa Grot
This unit has +1 to advance rolls.

Get Back in da Race! (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly SPEED FREEKS unit within 6" of this unit. That unit (and any units embarked within that unit):

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Leader
This model can be attached to the following unit:

- WARBIKERS

FACTION RULES

Da Boss
At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

1x Deffkilla Wartrike (150x95mm Oval Base)

Equipped with: Boomstikks, Snagga Klaw, ➤ Killa Jet - Burna, ➤ Killa Jet - Cutta

KEYWORDS: Mounted, Warboss, Deffkilla Wartrike, Character, Speed Freeks, Leader
FACTION KEYWORDS: Orks

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CORE RULES

Deadly Demise 1
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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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