GHAZGHKULL THRAKA

290 PTS

M	T	Sv	W	LD	OC
8"	10	2+	16	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Mork's Roar - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	12	5+	6	-1	1
➤ Mork's Roar - Point Blank CLOSE-QUARTERS, TORRENT	9"	2D6+2	-	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adamantine 'Eadbutt DEVASTATING WOUNDS, EXTRA ATTACKS, PRECISION	Melee	1	2+	14	-2	D3+3
Gork's Klaw CLEAVE 2, DEVASTATING WOUNDS	Melee	7	2+	14	-3	4

ABILITIES

Da Grand Warlord's Ladz
While this unit is within 3" of another friendly ORKS INFANTRY unit, this unit has Lone Operative.

Makari, Hoist Dat Banner! (Once per battle, per army)
In your Movement phase, you can select a number of friendly ORKS units equal to or less than the current battle round number. Those units are riled up until the start of your next turn.
Place one Makari token next to the unit, removing it after this ability is used.

Prophet of Da Great Waaagh! (Aura)
While a friendly ORKS unit is within 6" of this unit, that unit's melee attacks have:
- +1 to hit rolls.
- +1 to wound rolls.

Supreme Commander
If this model is in your army, it must be your WARLORD.

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 Ghazghkull Thraka

Basegrößen: 80mm, Makari 25mm

Equipped with: ➤ Mork's Roar - Aimed, ➤ Mork's Roar - Point Blank, Adamantine 'Eadbutt, Gork's Klaw

KEYWORDS: Infantry, Epic Hero, Character, Explosives, Warboss, Ghazghkull Thraka
FACTION KEYWORDS: Orks