DEFFKOPTAS - ORKS

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	4+	4	7+	2

INVULNERABLE SAVE 6+

AUFSTELLUNG

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta (75x42mm Oval Base)

Equipped with: Kustom Mega-blasta, Slugga, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha-Busta, Choppa, Spinnin' Blades

KEYWORDS: Fly, Deffkoptas, Speed Freeks, Mounted, Explosives

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Mega-blasta HAZARDOUS, LETHAL HITS	24"	3	5+	9	-2	3
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha- Busta LETHAL HITS	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	4+	5	-1	1
Spinnin' Blades CLEAVE 1, HAZARDOUS	Melee	4	3+	5	-1	1

ABILITIES

Aerial Manoover
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

Deff from Above
In your Shooting phase, if this unit made an ingress move this turn, this unit's ranged attacks have +1 to hit rolls.

FACTION RULES

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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.