STOMPA - ORKS

700 PTS

M	T	Sv	W	LD	OC
10"	14	2+	30	6+	12

INVULNERABLE SAVE 5+

AUFSTELLUNG

1x Stompa (Hull)

Equipped with: Big Shoota, Deffkannon and Supa-rokkits, Skorcha, Twin big shoota, ➤ Supa-gatler - Aimed, ➤ Supa-gatler - Point Blank, Mega-choppa

KEYWORDS: Vehicle, Transport, Titanic, Towering, Walker, Stompa, Frame

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Deffkannon and Supa-rokkits BLAST 2	72"	12	5+	14	-3	D6+2
Skorcha BLAST 2, TORRENT	12"	3	-	5	-1	1
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1
➤ Supa-gatler - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	30	5+	7	-2	2
➤ Supa-gatler - Point Blank TORRENT	12"	3D6+3	-	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mega-choppa CLEAVE 4	Melee	6	3+	24	-4	10

ABILITIES

Idol of Belligerence
In your Movement phase, when a unit embarked within this unit is selected to make a disembark move, that unit is riled up until the start of your next turn.

Waaagh! Effigy
This unit is riled up.

TRANSPORT

Stompa
This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 models.

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.

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CORE RULES

Deadly Demise 2D6

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.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).