WAZDAKKA GUTSMEK - ORKS

200 PTS

M	T	Sv	W	LD	OC
14"	8	3+	10	6+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Wazdakka Gutsmek (120mm)

Equipped with: Grabba Dragga, Psyko-gatler, Fixit's Wrench, Speeding Bulk and Flaming Exhaust

KEYWORDS: Epic Hero, Character, Wazdakka Gutsmek, Mounted, Vehicle, Speed Freeks, Smoke

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grabba Dragga ASSAULT, PRECISION	12"	1	2+	10	-2	3
Psyko-gatler ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	12	4+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fixit's Wrench EXTRA ATTACKS	Melee	1	4+	3	0	1
Grabba Dragga CLEAVE 2, LANCE	Melee	6	2+	10	-2	3
Speeding Bulk and Flaming Exhaust CLEAVE 1, EXTRA ATTACKS	Melee	3	2+	5	-1	1

ABILITIES

Full Throttle
In your Command phase, select one Throttlerokkit Shokka Engine ability. This unit has that ability until the start of your next Command phase.

THROTTLEROKKIT SHOKKA ENGINE

Turbo Engine
When this unit is selected to make an advance/fall-back move, that move does not prevent this unit from being eligible to declare a charge.

Pulse Jet
In your Movement phase, when this unit is selected to move, if this unit is unengaged, this unit can make a pulse jet move.

Shokk Attack Engine
In your Command phase, if this unit is unengaged, you can place this unit in strategic reserves.

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 D3

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.

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.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.