

ORKS

DEFFKOPTAS

Deep Strike

Waaagh!

M

12"

T

6

SV

4+

W

4

LD

7+

OC

2

RW

6+

85–170 PTS

Base 75x42mm Oval Base



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Kustom Mega-blasta

HAZARDOUS

LETHAL HITS

R

24"

A

3

BS

5+

S

9

AP

-2

D

3

VERWUNDET

2+
T1–4

3+
T5–8

4+
T9

5+
T10–17

6+
T18+

Slugga

CLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R

12"

A

1

BS

5+

S

4

AP

0

D

1

VERWUNDET

2+
T1–2

3+
T3

4+
T4

5+
T5–7

6+
T8+

► Rokkit Launcha - Blasta

BLAST 2

R

24"

A

2

BS

5+

S

4

AP

0

D

1

VERWUNDET

2+
T1–2

3+
T3

4+
T4

5+
T5–7

6+
T8+

► Rokkit Launcha- Busta

LETHAL HITS

R

24"

A

2

BS

5+

S

10

AP

-2

D

3

VERWUNDET

2+
T1–5

3+
T6–9

4+
T10

5+
T11–19

6+
T20+

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.

4

ANGRIFF

5

NAHKAMPF

Choppa

R

Melee

A

3

WS

4+

S

5

AP

-1

D

1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Spinnin' Blades

CLEAVE 1

HAZARDOUS

R

Melee

A

4

WS

3+

S

5

AP

-1

D

1

VERWUNDET

2+
T1–2

3+
T3–4

4+
T5

5+
T6–9

6+
T10+

Aerial Manoeuver

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

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 4+ · 6++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+
S12+

3+
S7–11

4+
S6

5+
S4–5

6+
S1–3

RETTUNGSWURF JE DS

DS 0
4+

DS -1
5+

DS -2
6+

DS -3
6++

DS -4
6++

REGELN & KEYWORDS KURZ

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" horizo...

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta

Ausrüstung: Kustom Mega-blasta, Slugga, ► Rokkit Launcha - Blasta, ► Rokkit Launcha- Busta, Choppa, Spinnin' Blades

KEYWORDS Fly, Deffkoptas, Speed Freaks, Mounted, Explosives · FRAKTION Orks