

DEFFKOPTAS

Deep Strike Waaagh!

M12"

T6

SV4+

W4

LD7+

OC2

RW6+

85–170 PTS
Base 75x42mm Oval Base



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Kustom Mega-blastaHAZARDOUSLETHAL HITS

R	A	BS	S	AP	D
24"	3	5+	9	-2	3

VERWUNDET

2+T1–4

3+T5–8

4+T9

5+T10–17

6+T18+

SluggaCLOSE-QUARTERS

LETHAL HITS: NON-MONSTER/VEHICLE

R	A	BS	S	AP	D
12"	1	5+	4	0	1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

► Rokkit Launcha - BlastaBLAST 2

R	A	BS	S	AP	D
24"	2	5+	4	0	1

VERWUNDET

2+T1–2

3+T3

4+T4

5+T5–7

6+T8+

► Rokkit Launcha- BustaLETHAL HITS

R	A	BS	S	AP	D
24"	2	5+	10	-2	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.

4ANGRIFF

5NAHKAMPF

Choppa

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Spinnin' BladesCLEAVE 1HAZARDOUS

R	A	WS	S	AP	D
Melee	4	3+	5	-1	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 04+

DS -15+

DS -26+

DS -36++

DS -46++

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 Freetks, Mounted, Explosives · FRAKTION Orks