

GORKANAUT

Deadly Demise D6 Super-Heavy Walker Waaagh!

M

9"

T

12

SV

2+

W

20

LD

7+

OC

8

RW

6+

325 PTS

Base 170x109mm Oval Base



1

KOMMANDO

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2 BEWEGUNG

Gut Hatch
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

3 BESCHUSS

Dual Big Shoota
LETHAL HITS: NON-MONSTER/VEHICLE
RAPID FIRE 4
R A BS S AP D
36" 6 5+ 5 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Skorcha BLAST 1 TORRENT
R A BS S AP D
12" 3 - 5 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Deffstorm Mega-shoota - Aimed
LETHAL HITS: NON-MONSTER/VEHICLE
R A BS S AP D
36" 20 5+ 6 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

Deffstorm Mega-shoota - Point Blank TORRENT
R A BS S AP D
12" 3D6 - 6 -1 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

Rokkit Launcha - Blasta
BLAST 2
R A BS S AP D
24" 2 5+ 4 0 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Rokkit Launcha - Busta
R A BS S AP D
24" 2 5+ 10 -2 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-5 T6-9 T10 T11-19 T20+

4 ANGRIFF

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5 NAHKAMPF

Klaw of Gork CLEAVE 3
R A WS S AP D
Melee 6 3+ 18 -3 6
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-9 T10-17 T18 T19-35 T36+

Big an' Stompy
This unit's melee attacks can re-roll hit rolls of 1.

VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT
W12 · RW 2+ · 6++ · 20 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S24+ S13-23 S12 S7-11 S1-6
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
2+ 3+ 4+ 5+ 6+

REGELN & KEYWORDS KURZ
Deadly Demise D6 This ability always takes the form Deadly Demise X.
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 exclud...
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG
1x Gorkanaut
Ausrüstung: Dual Big Shoota, Skorcha, Deffstorm Mega-shoota - Aimed, Deffstorm Mega-shoota - Point Blank, Rokkit Launcha - Blasta, Rokkit Launcha - Busta, Klaw of Gork
Transport
This model has a transport capacity of 12 ORKS INFANTRY models It cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/ JUMP PACK model takes up the space of 2 models.