# DEFFKOPTAS

| M | T | SV | W | LD | OC | |
|---|---|---|---|---|---|---|
| 12" | 6 | 4+ | 4 | 7+ | 2 | 6+ |

**AUFSTELLUNG**

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta (75x42mm Oval Base)

**Equipped with:** Kustom Mega-blasta, Slugga, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha- Busta, Choppa, Spinnin' Blades

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Kustom Mega-blasta<br>HAZARDOUS, LETHAL HITS | 24" | 3 | 5+ | 9 | -2 | 3 |
| Slugga<br>CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE | 12" | 1 | 5+ | 4 | 0 | 1 |
| ➤ Rokkit Launcha - Blasta<br>BLAST 2 | 24" | 2 | 5+ | 4 | 0 | 1 |
| ➤ Rokkit Launcha- Busta<br>LETHAL HITS | 24" | 2 | 5+ | 10 | -2 | 3 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Choppa | Melee | 3 | 4+ | 5 | -1 | 1 |
| Spinnin' Blades<br>CLEAVE 1, HAZARDOUS | Melee | 4 | 3+ | 5 | -1 | 1 |

## ABILITIES

**RULES** - Deep Strike, Waaagh!

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

**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.

KEYWORDS: Fly, Deffkoptas, Speed Freeks, Mounted, Explosives

FACTION: Orks **85–170 PTS**