

GHAZGHKULL THRAKA

M	T	SV	W	LD	OC	
8"	10	2+	16	6+	4	4+

AUFSTELLUNG

1x Ghazghkull Thraka

Basegrößen: 80mm, Makari 25mm

Equipped with: ► Mork's Roar - Aimed, ► Mork's Roar - Point Blank, Adamantine 'Eadbutt, Gork's Klaw

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Mork's Roar - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	12	5+	6	-1	1
► Mork's Roar - Point Blank CLOSE-QUARTERS, TORRENT	9"	2D6+2	-	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adamantine 'Eadbutt DEVASTATING WOUNDS, EXTRA ATTACKS, PRECISION	Melee	1	2+	14	-2	D3+3
Gork's Klaw CLEAVE 2, DEVASTATING WOUNDS	Melee	7	2+	14	-3	4

ABILITIES

RULES - Da Boss, Waaagh!

Da Grand Warlord's Ladz

While this unit is within 3" of another friendly ORKS INFANTRY unit, this unit has Lone Operative.

Makari, Hoist Dat Banner! (Once per battle, per army)

In your Movement phase, you can select a number of friendly ORKS units equal to or less than the current battle round number. Those units are riled up until the start of your next turn.

Place one Makari token next to the unit, removing it after this ability is used.

Prophet of Da Great Waaagh! (Aura)

While a friendly ORKS unit is within 6" of this unit, that unit's melee attacks have:

- +1 to hit rolls.
- +1 to wound rolls.



Supreme Commander

If this model is in your army, it must be your WARLORD.

