

ORKS

DAKKAJET

125 PTS



M	T	SV	W	LD	OC	
-	9	3+	12	7+	-	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Supa-shoota	36"	8	5+	6	-1	1
LETHAL HITS: NON-MONSTER/VEHICLE						
RAPID FIRE 4						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Dakkajet (120x92mm Oval Base)

Equipped with: Dual Supa-shoota, Armoured Impact

ABILITIES

Strafing Run

In your Shooting phase, this unit's ranged attacks that target a unit (excluding FLY units) have +1 to hit rolls.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

