

ORKS

DEFF
DREAD

130 PTS



M8"

T9

SV2+

W8

LD7+

OC3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota	36"	3	5+	5	0	1
LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 2						
Kustom Mega-blasta	24"	3	5+	9	-2	3
HAZARDOUS						
Skorcha	12"	3	-	5	0	1
BLAST 1 TORRENT						
► Rokkit Launcha - Blasta	24"	2	5+	4	0	1
BLAST 2						
► Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread Claws	Melee	5	3+	12	-2	3
CLEAVE 1						
Extra Klaw	Melee	1	3+	12	-2	3
EXTRA ATTACKS						

AUFSTELLUNG

1x Deff Dread (60mm)

Equipped with: Big Shoota, Kustom Mega-blasta, Skorcha, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Dread Claws, Extra Klaw

Wargear Options:

- This model can replace its Big Shoota with Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.
- This model can replace its Skorcha with Big Shoota, Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.

ABILITIES

Dead 'Ard

Attacks that target this unit have -1 D.



CORE RULES

◆ **Deadly Demise 1**

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.