

ORKS

DEFFKOPTAS

85-170 PTS



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

RANGED WEAPONS

| WEAPON                                                       | RANGE | A | BS | S  | AP | D |
|--------------------------------------------------------------|-------|---|----|----|----|---|
| Kustom Mega-blasta<br>HAZARDOUS<br>LETHAL HITS               | 24"   | 3 | 5+ | 9  | -2 | 3 |
| Slugga<br>CLOSE-QUARTERS<br>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<br>HAZARDOUS | Melee | 4 | 3+ | 5 | -1 | 1 |

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

ABILITIES

Aerial Manoeuver

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.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

