

ORKS

GORKANAUT

325 PTS



M

9"

T

12

SV

2+

W

20

LD

7+

OC

8

6+

RANGED WEAPONS

| WEAPON                                                              | RANGE | A   | BS | S  | AP | D |
|---------------------------------------------------------------------|-------|-----|----|----|----|---|
| Dual Big Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE<br>RAPID FIRE 4 | 36"   | 6   | 5+ | 5  | 0  | 1 |
| Skorcha<br>BLAST 1<br>TORRENT                                       | 12"   | 3   | -  | 5  | 0  | 1 |
| ► Deffstorm Mega-shoota - Aimed<br>LETHAL HITS: NON-MONSTER/VEHICLE | 36"   | 20  | 5+ | 6  | -1 | 1 |
| ► Deffstorm Mega-shoota - Point Blank<br>TORRENT                    | 12"   | 3D6 | -  | 6  | -1 | 1 |
| ► Rokkit Launcha - Blasta<br>BLAST 2                                | 24"   | 2   | 5+ | 4  | 0  | 1 |
| ► Rokkit Launcha - Busta                                            | 24"   | 2   | 5+ | 10 | -2 | 3 |

MELEE WEAPONS

| WEAPON                   | RANGE | A | WS | S  | AP | D |
|--------------------------|-------|---|----|----|----|---|
| Klaw of Gork<br>CLEAVE 3 | Melee | 6 | 3+ | 18 | -3 | 6 |

AUFSTELLUNG

1x Gorkanaut (170x109mm Oval Base)

**Equipped with:** Dual Big Shoota, Skorcha, ► Deffstorm Mega-shoota - Aimed, ► Deffstorm Mega-shoota - Point Blank, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Klaw of Gork

ABILITIES

**Big an' Stompy**  
This unit's melee attacks can re-roll hit rolls of 1.

**Gut Hatch**  
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

**Gorkanaut** (Transport)  
Capacity: This model has a transport capacity of 12 ORKS INFANTRY models It cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.



## CORE RULES

### ◆ **Deadly Demise D6**

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").

### ◆ **Super-Heavy Walker**

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

*Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).*

### ◆ **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.