

ORKS

WAZDAKKA
GUTSMEK

200 PTS



M14"83+106+3

T4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grabba Dragga	12"	1	2+	10	-2	3
ASSAULT PRECISION						
Psyko-gatler	24"	12	4+	6	-2	2
ASSAULT LETHAL HITS: NON-MONSTER/VEHICLE SUSTAINED HITS 1						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fixit's Wrench	Melee	1	4+	3	0	1
EXTRA ATTACKS						
Grabba Dragga	Melee	6	2+	10	-2	3
CLEAVE 2 LANCE						
Speeding Bulk and Flaming Exhaust	Melee	3	2+	5	-1	1
CLEAVE 1 EXTRA ATTACKS						

AUFSTELLUNG

1x Wazdakka Gutsmek (120mm)

Equipped with: Grabba Dragga, Psyko-gatler, Fixit's Wrench, Speeding Bulk and Flaming Exhaust

ABILITIES

- Full Throttle**
In your Command phase, select one Throttlerokkit Shokka Engine ability. This unit has that ability until the start of your next Command phase.
- Turbo Engine** (Throttlerokkit Shokka Engine)
Description: When this unit is selected to make an advance/fall-back move, that move does not prevent this unit from being eligible to declare a charge.
- Pulse Jet** (Throttlerokkit Shokka Engine)
Description: In your Movement phase, when this unit is selected to move, if this unit is unengaged, this unit can make a pulse jet move.
- Shokk Attack Engine** (Throttlerokkit Shokka Engine)
Description: In your Command phase, if this unit is unengaged, you can place this unit in strategic reserves.

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").

◆ **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.

◆ **Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ **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.

