

DEFFKILLA WARTRIKE

70 PTS

M	T	Sv	W	LD	OC
12"	6	4+	9	6+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deffkilla boomstikks ASSAULT	12"	6	5+	5	0	1
► Killa jet - burna IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
► Killa jet - cutta MELTA 2	12"	1	5+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snagga klaw	Melee	4	3+	10	-2	2

ABILITIES

CORE - Leader

- Fuel-mixa Grot
- Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- Speedboss
- While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.
- Leader
- This model can be attached to the following unit:
- NOBZ ON WARBIKES

- SKORCHAS

- WARBIKERS

- WARBUGGIES

WEAPON ABILITIES

- Assault
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Ignores Cover
- Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Torrent
- Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

1x Deffkilla Wartrike (150x95mm Oval Base)

Equipped with: Deffkilla boomstikks, ► Killa jet - burna, ► Killa jet - cutta, Snagga klaw



KEYWORDS: Mounted, Warboss, Deffkilla Wartrike, Character, Speed Freaks, Leader

FACTION KEYWORDS: Orks

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12"	6	4+	9	6+	3

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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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.