

GHAZGHKULL THRAKA

235 PTS

GHAZGHKULL THRAKA

| M  | T | Sv | W  | LD | OC |
|----|---|----|----|----|----|
| 5" | 6 | 2+ | 10 | 6+ | 4  |

INVULNERABLE  
SAVE

4+

MAKARI

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 5" | 6 | 7+ | 1 | 8+ | 1  |

INVULNERABLE  
SAVE

2+\*



AUFSTELLUNG

1x Ghazghkull Thraka - Equipped with: Mork's Roar, ➤ Gork's Klaw - strike, ➤ Gork's Klaw - sweep

1x Makari - Equipped with: Makari's stabba

**Basegrößen:** 80mm, Makari 25mm

RANGED WEAPONS

| WEAPON                      | RANGE | A  | BS | S | AP | D |
|-----------------------------|-------|----|----|---|----|---|
| Mork's Roar<br>RAPID FIRE 4 | 36"   | 12 | 5+ | 5 | 0  | 1 |

MELEE WEAPONS

| WEAPON                                | RANGE | A  | WS | S  | AP | D |
|---------------------------------------|-------|----|----|----|----|---|
| Makari's stabba<br>DEVASTATING WOUNDS | Melee | 1  | 4+ | 3  | 0  | 1 |
| ➤ Gork's Klaw - strike                | Melee | 6  | 2+ | 14 | -3 | 4 |
| ➤ Gork's Klaw - sweep                 | Melee | 12 | 2+ | 8  | -2 | 2 |

ABILITIES

CORE - Leader

- Ghazghkull's Waaagh! Banner (Aura)**  
While a friendly ORKS unit is within 12" of Makari, if the Waaagh! is active for your army, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.
- Invulnerable Save (2+\*)**  
While a friendly Makari model is on the battlefield, you cannot re-roll save rolls for this unit.
- Prophet of Da Great Waaagh!**  
While this unit is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll and add 1 to the Wound roll and if the Waaagh! is active for your army, a Critical Hit is scored on a successful unmodified Hit roll of 5+.
- Supreme Commander**  
If this unit is in your army, its Ghazghkull Thraka model must be your Warlord.
- Leader**  
This unit can be attached to the following units:
  - BOYZ
  - BREAKA BOYZ
  - MEGANOBZ
  - NOBZ



**Ghazghkull Thraka KEYWORDS:**  
Ghazghkull Thraka, Warboss  
**KEYWORDS:** Infantry, Epic Hero, Character, Leader  
**FACTION KEYWORDS:** Orks

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WEAPON ABILITIES

**Devastating Wounds**

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Lethal Hits**

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

**Rapid Fire**

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

**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.

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