

DEFFKILLA WARTRIKE

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

AUFSTELLUNG

1x Deffkilla Wartrike (150x95mm Oval Base)

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

⦿ 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

RULES - Deadly Demise 1, 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 RULES

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.

