

# GHAZGHKULL THRAKA

## GHAZGHKULL THRAKA

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

## MAKARI

|    |   |    |   |    |    |     |
|----|---|----|---|----|----|-----|
| M  | T | SV | W | LD | OC | 2+* |
| 5" | 6 | 7+ | 1 | 8+ | 1  |     |

### 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

**RULES** - 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

## WEAPON RULES

### 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).*