

WAZDAKKA GUTSMEK

M	T	SV	W	LD	OC	
14"	8	3+	10	6+	3	

AUFSTELLUNG

1x Wazdakka Gutsmek (120mm)

Equipped with: Grabba dragga, Psyko-gatler, Fixit's wrench, Speeding bulk and flaming exhaust

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grabba dragga ASSAULT, PRECISION	12"	1	2+	10	-2	3
Psyko-gatler ASSAULT, SUSTAINED HITS 1	24"	12	4+	6	-2	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fixit's wrench EXTRA ATTACKS	Melee	1	4+	3	0	1
Grabba dragga LANCE	Melee	6	2+	10	-2	3
Speeding bulk and flaming exhaust EXTRA ATTACKS	Melee	6	2+	5	-1	1

ABILITIES

RULES - Deadly Demise D3, Deep Strike, Lone Operative

Fixit da Grot

At the start of your Command phase, this model regains up to D3 lost wounds.

Throttlerokkit Shokka Engine

In your Command phase, select one of the abilities in the Throttlerokkit Shokka Engine section. Until the start of your next Command phase, this model has that ability.

Waaagh! Wazdakka

If this model is your Warlord, Warbiker units from your army have the Battleline keyword.

Turbo Engine (Throttlerokkit Shokka Engine)

Description: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.



Pulse Jet (Throttlerokkit Shokka Engine)

Description: Each time this 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 this unit.
- Models in this unit can move through models and terrain features.

Shokk Attack Engine (Throttlerokkit Shokka Engine)

Description: In your Command phase, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit can make an ingress move in your next Movement phase (including in your first turn).



WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Extra Attacks

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

Lance

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

