

ORKS

CHINORK WARKOPTA

[LEGENDS]

105 PTS

M

14"

T

8

SV

4+

W

10

LD

7+

OC

2

6+

RANGED WEAPONS

| WEAPON                                      | RANGE | A  | BS  | S | AP | D  |
|---------------------------------------------|-------|----|-----|---|----|----|
| Big shoota <b>RAPID FIRE 2</b>              | 36"   | 3  | 5+  | 5 | 0  | 1  |
| 2x Deffgun <b>RAPID FIRE 1</b>              | 48"   | 2  | 5+  | 8 | -1 | 2  |
| Kustom mega-blasta <b>HAZARDOUS</b>         | 24"   | 3  | 5+  | 9 | -2 | D6 |
| 2x Rattler kannon                           | 24"   | 6  | 5+  | 6 | -1 | 1  |
| Rokkit launcha <b>BLAST</b>                 | 24"   | D3 | 5+  | 9 | -2 | 3  |
| Skorcha <b>IGNORES COVER</b> <b>TORRENT</b> | 12"   | D6 | N/A | 5 | -1 | 1  |

MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured hull | Melee | 3 | 4+ | 6 | 0  | 1 |

AUFSTELLUNG

1x Chinork Warkopta [Legends]

Equipped with: Big shoota, Deffgun, Kustom mega-blasta, Rattler kannon, Rokkit launcha, Skorcha, Armoured hull

Wargear Options:

This model can be equipped with up to 2x Big bomms.

This model can replace its Big shoota with Kustom mega-blasta, Rokkit launcha or Skorcha.

This model can replace its 2 Deffguns with 2 Rattler kannons.

ABILITIES

- Aerial Deployment**  
If this model starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.
- Big Bomms**  
Once per battle, after the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 4+, that unit suffers 1 mortal wound.
- Chinork Warkopta (Transport)**  
Capacity: This model has a transport capacity of 12 Orks Infantry models. This model cannot transport Ghazghkull Thraka, Mega Armour or Jump Pack models.



## WEAPON RULES

### BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

### 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).

### 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).*

### TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

## CORE RULES

### ◆ Deadly Demise D3

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").

### ◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

### ◆ Firing Deck 12

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding **[ONE SHOT]** weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

