

DEFF ROLLA BATTLE FORTRESS

[LEGENDS]

250 PTS

M

10"

T

12

SV

3+

W

22

LD

7+

OC

8

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Lobba BLAST INDIRECT FIRE	48"	D6	5+	5	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
Zzap gun DEVASTATING WOUNDS	36"	1	5+	2D6	-3	3
► Kannon - frag BLAST	36"	D6	5+	5	0	1
► Kannon - shell	36"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2

AUFSTELLUNG

1x Deff Rolla Battle Fortress [Legends]

Equipped with: Big shoota, Lobba, Rokkit launcha, Skorcha, Twin big shoota, Zzap gun, ► Kannon - frag, ► Kannon - shell, Deff rolla

Wargear Options:

- This model must be equipped with 3 of: Zzap gun, Kannon, Lobba.
- This model can be equipped with up to 5x Big shoota.
- This model must be equipped with 2 of: Twin big shoota, Skorcha, Rokkit launcha.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

Rolling Fortress
Each time a ranged attack is allocated to an ORKS model from your army, if that model is not fully visible to every model in the attacking unit because of this DEFF ROLLA BATTLE FORTRESS model, that model has the Benefit of Cover against that attack.

Deff Rolla Battle Fortress (Transport)
Capacity: This model has a transport capacity of 22 Orks Infantry models. Each Mega Armour or Jump Pack model takes up the space of 2 models. The Ghazghkull Thraka model takes up the space of 18 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).*

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.*

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).

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

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.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deadly Demise D6+2

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").

◆ Firing Deck 22

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.

