

ORKS

DEFFKILLA
WARTRIKE

70 PTS



M12"

T6

SV4+

W9

LD6+

OC3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deffkilla boomstikk 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

AUFSTELLUNG

1x Deffkilla Wartrike (150x95mm Oval Base)

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

ABILITIES

CORE - 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.



CORE RULES

◆ **Deadly Demise 1**

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").

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

