

ORKS

DEFFKOPTAS

75-140 PTS



M	T	SV	W	LD	OC	
12"	6	4+	4	7+	2	6+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kopta rokkits	BLAST TWIN-LINKED	24"	D3	5+	9	-2	3
Kustom mega-blasta	HAZARDOUS	24"	3	5+	9	-2	D6
Slugga		12"	1	5+	4	0	1
CLOSE-QUARTERS							

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spinnin' blades	Melee	6	3+	5	0	1

AUFSTELLUNG

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta (75x42mm Oval Base)
Equipped with: Kopta rokkits, Kustom mega-blasta, Slugga, Spinnin' blades

ABILITIES

Deff from Above

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

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.

TWIN-LINKED

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

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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.

