

ORKS

WAZDAKKA

GUTSMEK

175 PTS



M14"83+106+34+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grabba draggaASSAULTPRECISION	12"	1	2+	10	-2	3
Psyko-gatlerASSAULTSUSTAINED HITS 1	24"	12	4+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fixit's wrenchEXTRA ATTACKS	Melee	1	4+	3	0	1
Grabba draggaLANCE	Melee	6	2+	10	-2	3
Speeding bulk and flaming exhaustEXTRA ATTACKS	Melee	6	2+	5	-1	1

AUFSTELLUNG

1x Wazdakka Gutsmek (120mm)

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

ABILITIES

- 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).*

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.

◇ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

