

ORKS

DREAD MOB

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Gitfinder Goggles

10 pts

Mek model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Press It Fasta!

35 pts

Mek model only. Each time the bearer's unit is selected to shoot, when rolling to determine which ability that unit's weapons gain from the Try Dat Button! Detachment rule, roll one additional D6; until the end of the phase, ranged weapons equipped by models in that unit gain both Button Effects generated by those rolls. If a duplicate Button Effect is rolled, it has no additional effect.

Supa-glowy Fing

20 pts

Mek model only. In your Command phase, select one enemy unit within 18" and visible to the bearer, then roll one D6: on a 1-2, that enemy unit must take a Battle-shock test; on a 3-4, that enemy unit suffers D3 mortal wounds; on a 5-6, until the start of your next Command phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

Smoky Gubbinz

15 pts

Mek model only. Models in the bearer's unit have the Stealth ability.

DETACHMENT RULE

Each time a Mek, Orks Walker or Grots Vehicle unit from your army is selected to shoot or fight, roll one D6. Until the end of the phase, weapons equipped by models in that unit have the corresponding ability shown in the table below.

Alternatively, when such a unit is selected to shoot or fight, you can select one of the abilities above instead of rolling the D6. If you do, until the end of the phase, weapons equipped by models in that unit have the [HAZARDOUS] ability as well.

If a weapon equipped by a model from your army has the [HAZARDOUS] ability from multiple sources, each time you take a Hazardous test for that weapon, it is failed on a roll of 1-3.

STRATAGEMS (6/6)

1 CP DREAD MOB – STRATEGIC PLOY STRATAGEM MOVEMENT

CONNIVING RUNTS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Gretchin unit from your army that is within 9" of that enemy unit and not within Engagement Range of any enemy units.

Effect: Roll one D6: on a 4+, that enemy unit suffers D3+1 mortal wounds. Your unit can then make a Normal move.

1 CP DREAD MOB – STRATEGIC PLOY STRATAGEM MOVEMENT

SUPERFUELLED BOILER

When: Your Movement phase, just after an Orks Walker unit from your army has been selected to Advance.

Target: That Orks Walker unit.

Effect: Until the end of the turn, you can re-roll Advance rolls made for your unit and ranged weapons equipped by models in your unit have the [ASSAULT] ability.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM SHOOTING

BIGGER SHELLS FOR BIGGER GITZ

When: Your Shooting phase.

Target: One Mek, Orks Walker or Grots Vehicle unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE, add 1 to the Wound roll. If you chose to push it, add 1 to the Damage characteristic of that attack and, until the end of the phase, ranged weapons equipped by models in your unit have the [HAZARDOUS] ability as well.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM SHOOTING

DAKKA! DAKKA! DAKKA!

When: Your Shooting phase.

Target: One Orks Walker or Grots Vehicle unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If you chose to push it, you can re-roll the Hit roll instead and, until the end of the phase, ranged weapons equipped by models in your unit have the [HAZARDOUS] ability as well.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM SHOOTING

EXTRA GUBBINZ

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Orks Walker or Grots Vehicle unit from your army (excluding TITANIC units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM FIGHT

KLANKIN' KLAWES

When: Fight phase.

Target: One Orks Walker unit from your army that has not been selected to fight this phase.

Effect: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, add 2 to the Strength characteristic of melee weapons equipped by models in your unit and, if you chose to push it, until the end of the phase, add 1 to the Damage characteristic of those weapons and they have the [HAZARDOUS] ability as well.