

# KULT OF SPEED

6 Stratagems · 4 Enhancements

## ENHANCEMENTS (4)

### Fasta Than Yooz

35 pts

Orks Infantry model only. Each time the bearer's unit disembarks from a Transport after that Transport has made a Normal move, the bearer's unit is still eligible to declare a charge this turn.

### Speed Makes Right

25 pts

Orks model only. In your Command phase, if the bearer (or a Transport the bearer is embarked within) is within 9" of one or more enemy units, roll one D6; on a 3+, you gain 1CP.

### Squig-hide Tyres

15 pts

Deffkilla Wartrike model only. Each time a model in the bearer's unit makes a Consolidation move, it can move up to 6" instead of up to 3".

### Wazblasta

10 pts

Deffkilla Wartrike model only. In your Shooting phase, after the bearer's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, it is not eligible to declare a charge.

## DETACHMENT RULE

SPEED FREEKS units from your army are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.

## STRATAGEMS (6/6)

**1 CP** KULT OF SPEED – STRATEGIC PLOY STRATAGEM **MOVEMENT**

### MORE GITZ OVER 'ERE!

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

**Target:** One Speed Freeks unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

**Effect:** Your unit can make a Normal move of up to 6".

**1 CP** KULT OF SPEED – STRATEGIC PLOY STRATAGEM **MOVEMENT**

### SQUIG FLINGIN'

**When:** Your Movement phase, just after a SPEED FREEKS or TRUKK unit from your army ends a Normal, Advance or Fall Back move.

**Target:** That Speed Freeks or Trukk unit.

**Effect:** Select one enemy unit within 9" of your unit. That enemy unit must take a Battle-shock test and, when doing so, subtract 1 from the result.

1 CP KULT OF SPEED – BATTLE TACTIC STRATAGEM SHOOTING

### BLITZA FIRE

**When:** Your Shooting phase.

**Target:** One Speed Freeks unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] ability and, each time a model in your unit makes an attack that targets a unit within 9", a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

**Restriction:** A unit cannot be targeted by this and the Dakkastorm Stratagem in the same phase.

1 CP KULT OF SPEED – BATTLE TACTIC STRATAGEM SHOOTING

### DAKKASTORM

**When:** Your Shooting phase.

**Target:** One Speed Freeks unit from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. While targeting a unit within 9", they have the [SUSTAINED HITS 2] ability instead.

**Restriction:** A unit cannot be targeted by this and the Blitza Fire Stratagem in the same phase.

1 CP KULT OF SPEED – STRATEGIC PLOY STRATAGEM SHOOTING

### SPEEDIEST FREEKS

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

**Target:** One Speed Freeks or Trukk unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**Effect:** Until the end of the phase, models in your unit have a 5+ invulnerable save. If your unit is a VEHICLE unit with an unmodified Toughness characteristic of 8 or less, until the end of the phase, models in your unit have a 4+ invulnerable save instead.

1 CP KULT OF SPEED – BATTLE TACTIC STRATAGEM CHARGE

### FULL THROTTLE!

**When:** Your Charge phase, just after a SPEED FREEKS unit from your army ends a Charge move.

**Target:** That Speed Freeks unit.

**Effect:** Until the end of the turn, each time a model in your unit makes a melee attack, add 1 to the Wound roll.