

ORKS

SPEEDWAAAGH!

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Master Meknologist

20 pts

Big Mek model only. Improve the Ballistic Skill characteristic of the bearer's ranged weapons by 1.

Dakkamek

25 pts

Mek model only. Each time the bearer uses its Mekaniak ability, until the start of your next Command phase, ranged weapons equipped by the selected Vehicle model have the [RAPID FIRE 1] ability

Supa-burny Fuel

15 pts

Deffkilla Wartrike model only. Change the Attacks characteristic of the bearer's killa jet – burna weapon to 3D6, and change the Attacks characteristic of the bearer's killa jet – cutta weapon to 3.

Kustom Shokk Box

10 pts

Deffkilla Wartrike model only. Each time the bearer uses its turbo, its unit can move horizontally through terrain features.

DETACHMENT RULE

Each time a Speed Freeks or Trukk unit (excluding Aircraft) from your army Advances, it can use its turbo. If it does, do not make an Advance roll for it; instead, until the end of the phase, models in that unit have a Move characteristic of 24" but can only move in one straight line, and until the end of the turn, ranged weapons equipped by those models have the [ASSAULT] ability and that unit cannot declare a charge.

Designer's Note: *When a unit uses its turbo, the models in that unit cannot pivot, and they cannot make a move of two or more straight lines (e.g. to navigate around obstacles). That unit also cannot declare a charge, even if another rule would let it declare a charge in a turn in which it Advanced.*

STRATAGEMS (6/6)

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **MOVEMENT**

ON DA MOVE

When: Your Movement phase.

Target: One ORKS unit from your army that has not been selected to move this phase.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back or Advanced (unless it used its turbo this turn).

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **SHOOTING**

DUST TRAILS

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

Target: One ORKS 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, your unit has the Benefit of Cover.

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **SHOOTING**

MOBILE DAKKASTORM

When: Your Shooting phase, just after a Speed Freeks or Trukk unit from your army has shot.

Target: That SPEED FREEKS or TRUKK unit.

Effect: Select one enemy unit hit by one or more of those attacks (excluding attacks made with Indirect Fire weapons). Until the end of the phase, each time a model in a SPEED FREEKS or TRUKK unit from your army makes an attack that targets that unit, improve the Strength characteristic of that attack by 2.

1 CP SPEEDWAAAGH! – WARGEAR STRATAGEM **SHOOTING**

SPESHUL AMMO

When: Your Shooting phase.

Target: One ORKS 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 (excluding Torrent weapons) have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **FIGHT**

DED KILLY CONSTRUCTION

When: Your Fight phase.

Target: One Speed Freeks or Trukk unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability and, if your unit made a Charge move this turn, until the end of the phase, add 1 to the Damage characteristic of those weapons.

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **FIGHT**

EVASIVE MANOOVA

When: End of your opponent's Fight phase.

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

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.