

LEJENDRY ORKTEFAKTZ

Bigbad Burna

50 Points, replaces a weapon.

A massive collection of fuel drums, pressure chambers and combustion accelerators fuel this oversized welding torch.

	Range	S	AP	Type
Bigbad Burna (Shooting)	Template	6	4	Heavy 1, Torrent
(Melee)	-	6	2	Armourbane, Melee, Two-Handed

The Bigbad Burna may not be used as a Melee weapon in the same player turn that it was used to make a shooting attack (including Overwatch).

Baddbreff's Bionik Brew-Barrul

25 Points.

This ingenious contraption processes a potent mixture of fungus brew and squig juice into an intoxicating but strangely medicinal fluid, which is then pumped directly into the user's bloodstream. As a result, the ork connected to the Brew-Barrul heals at a remarkable rate

The model with Baddbreff's Bionik Brew-Barrul gains the Eternal Warrior and It Will Not Die special rules.

Da Supadakkablakblasta

30 points, replaces a weapon.

It's never quite possible to have 'enuff dakka', but this gun is about as close as it's possible to get.

	Range	S	AP	Type
Supadakka-flakblasta	36"	5	5	Salvo D6 / 2D6, Rending, Twin-linked

Naztuf's Powa Sheeld

60 points.

An extremely effective personal force field generator, at least until it starts to overheat and drain it's power supply.

During the first game turn, the model carrying Naztuf's Powa Sheeld has a 2+ Invulnerable Save. At the start of each following Game Turn, this save is reduced by one (so it becomes a 3+ Invulnerable Save in Game Turn 2, for example). At the start of Game Turn 6, the Sheeld shuts down and has no further effect.

Nekkslasha

35 points, replaces a weapon.

This chain-choppa has decapitated hundreds of enemies (as well as a few allies, numerous bystanders and at least one of it's users). It seems to have an uncanny ability to strike at it's target's central nervous system, possibly as a result of the bionic squig brain wired into it's handle.

	Range	S	AP	Type
Nekkslasha	-	+2	3	Melee, Specialist Weapon, Instant Death

Whurla-Thrusta-Klusta

20 points.

A collection of turbine-driven rotors and jet-thrusters provide enough lift to get even a warboss in mega-armour airborne. The fact that they also produce a deadly blast which burns everything below them is seen as more of a feature than a design flaw by orks.

A model with the Whurla-Thrusta-Klusta adds the 'Jump' type to it's unit type (so an Infantry model would become Jump Infantry, for example), unless it is mounted on a bike, in which case it becomes a Jetbike.

If the model moves over a unit (friendly or enemy) in it's movement phase, that unit takes one automatic hit for each model moved over. Resolve these hits as Strength 6, AP 4 shooting attacks with the Ignore Cover rule. Vehicles are hit on their lowest Armour Value.