

# ORK PULSA ROKKIT

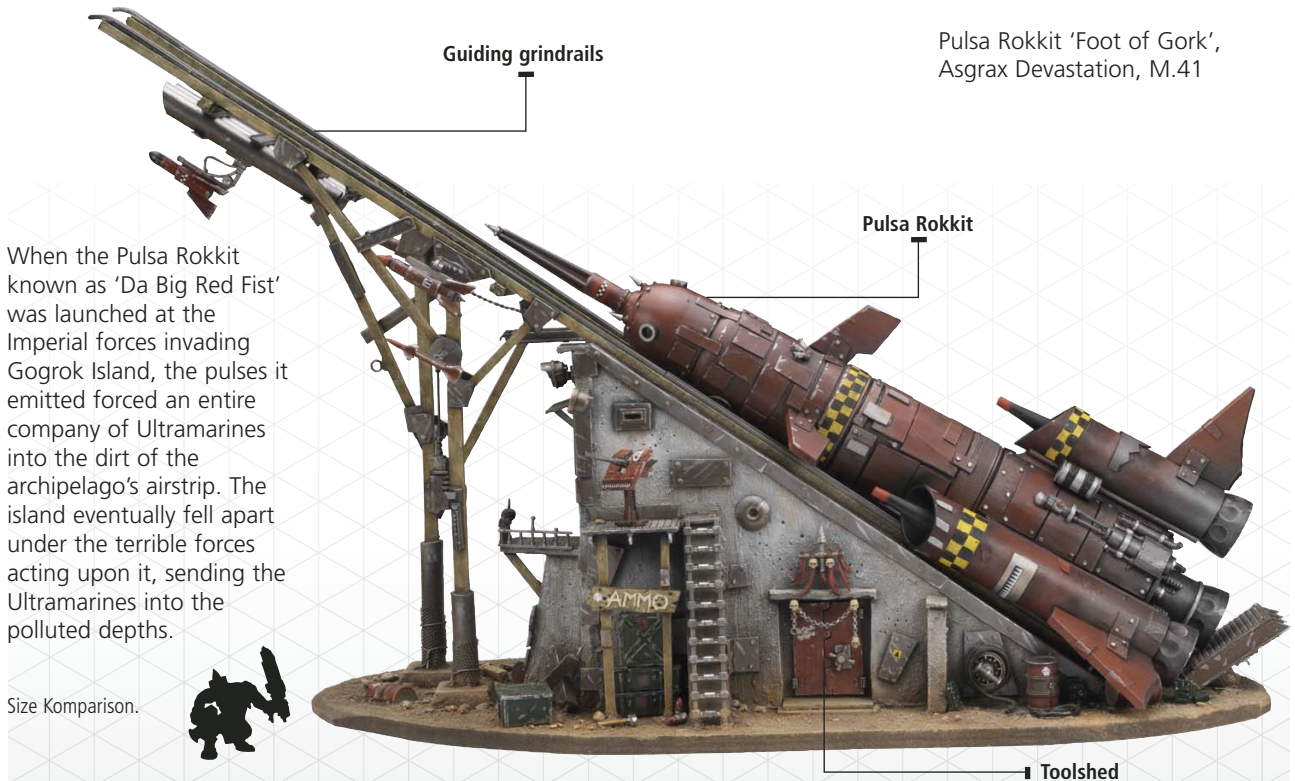
POINTS: 200

A Pulsa Rokkit is far more than a mere incendiary device. It contains a large and unstable force field generator that teeters on the brink of contradictory physics; should its low-grade force field be disrupted, it will collapse with unpredictable but usually devastating results. The Orks like to encourage such a potentially lethal disruption by wiring the force field into a missile and firing the whole contraption at the enemy.

The resultant impact drives the potent force field inside into a state of collapse, sending out great waves of suppressing

force that can grind an enemy face first into the dirt. The force-pulses emitted by the largest Pulsa Rokkits can crush an enemy as effectively as if the Ork Gods themselves have squashed the foe flat with their hoary green feet.

As with all Ork inventions, the Pulsa Rokkit varies greatly in design and implementation. Some are little more than field generator spheres with wings and rokkits strapped to them, others are building-sized labours of love. Whatever their size, they all force the enemy to the ground, giving the Boyz all the time they need to reach the enemy lines.



When the Pulsa Rokkit known as 'Da Big Red Fist' was launched at the Imperial forces invading Gogrok Island, the pulses it emitted forced an entire company of Ultramarines into the dirt of the archipelago's airstrip. The island eventually fell apart under the terrible forces acting upon it, sending the Ultramarines into the polluted depths.

Size Komparison.

**UNIT:** 1 Ork Pulsa Rokkit

**TYPE:** Static Super-heavy

**STRUCTURE POINTS:** 2

## OPTIONS:

- The Pulsa Rokkit can be upgraded to a Big Pulsa Rokkit at a cost of +50 points. Big Pulsa Rokkits add +1 to their rolls on the Pulsa Rokkit chart and have an additional Structure Point.
- The Pulsa Rokkit can have a Grot pilot at +30 points. A Grot pilot enables you to re-roll the scatter dice to determine where the Pulsa Rokkit lands.
- The Pulsa Rokkit can be upgraded to have a Stable Force Field at the cost of +75 points. A Pulsa Rokkit with this upgrade has the same effect as a Force Field Generator Strategic Asset until it is launched.

ARMOUR		
FRONT	SIDE	REAR
12	12	12

## SPECIAL RULES

**Unknown Quantity:** When firing the Pulsa Rokkit, choose a target within 120" of the launch pad. The Rokkit is treated as Ordnance that deviates 4D6". Place the Rokkit itself as near as possible to the point of impact, otherwise use a marker. When it has landed, and again at the beginning of each Ork turn, roll on the following table:

### D6 roll Result

- 1-2 Fzzzcrack** - The Pulsa Rokkit sends out a short sharp pulse of force. All units within 2D6" must take a Pinning test.
- 3-4 Thrrrummm** - The ground itself trembles and shakes. All units with a model within 3D6" of the Pulsa Rokkit must take a Pinning test and have their WS and BS reduced to 1 until the beginning of the next Ork turn.
- 5-6 Wohhhm** - The Pulsa Rokkit thrums and shakes, sending out waves of suppressive energy. All units within 4D6" are Pinned and take 3D6 S4 hits. Vehicles instead take D3 glancing hits.

**One-shot wonder:** Pulsa Rokkits can be fired once per battle. They ignore all damage results except 'Destroyed'.