

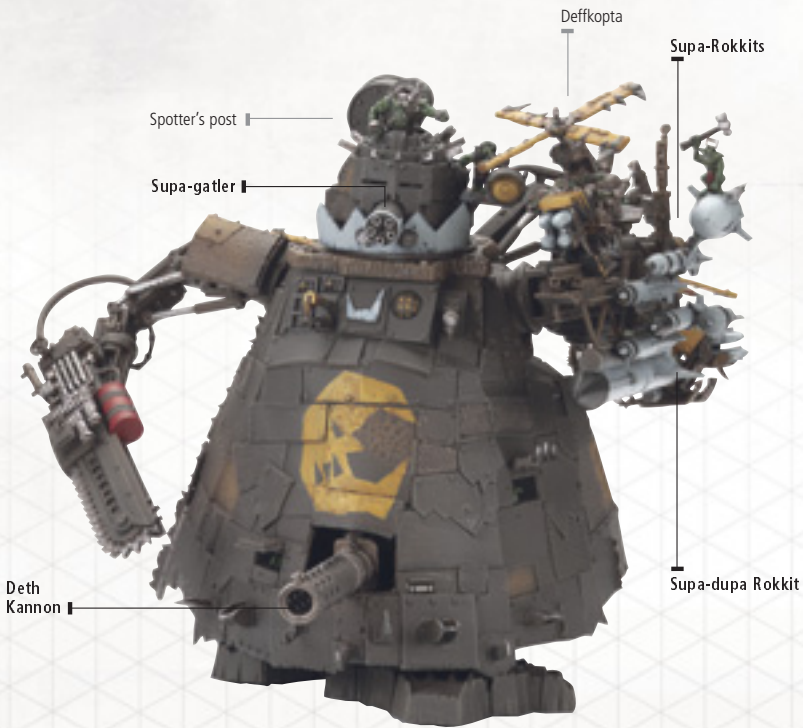
EVIL EYE IN DA SKY

The mechanical monstrosity known to the Orks as the Evil Eye in da Sky is the insane creation of Big Mek Dakrok. The Evil Eye in da Sky is a Stompa, with a number of 'Big Mek's Speshuls' added. These include extra and larger rokkits, a head-mounted supa-gatler, a belly-mounted deth kannon, and, most unusually, an unlikely system for transporting and launching its compliment of Deffkoptas.

Dakrok has become an expert of sorts in using the Deffkoptas to pinpoint enemy positions so that the Evil Eye's rokkits can be zeroed in on the foe with unerring accuracy. It takes a particularly unhinged Ork to volunteer to pilot one of Dakrok's Deffkoptas, but for many the chance to be propelled at breakneck speed from the Evil Eye's launch ramp is just too exciting an opportunity to pass up.



Size Komparison



POINTS: 650

UNIT: 1 Evil Eye in da Sky

TYPE: Super-heavy walker

STRUCTURE POINTS: 4

POWER FIELDS: 2

TRANSPORT: The Evil Eye in da Sky carries 3 Deffkoptas (see special rule).

ACCESS POINTS: None

FIRE POINTS: None

WEAPONS AND EQUIPMENT:

The following weapons can be fired in the Evil Eye in da Sky's front arc:

- 5 supa-rokkits
- 1 supa-dupa rokkit
- Deth kannon
- Supa-gatler
- 1 big shoota

It also has a rear-mounted big shoota that can fire in a 180-degree fire arc to the Evil Eye in da Sky's rear.

WEAPON	RANGE	STR	AP	SPECIAL
Supa-Rokkit	Unlimited	8	3	Heavy 1, One-shot
Supa-dupa Rokkit*	Unlimited	10	2	Heavy 1, One-shot
Supa-gatler**	48"	7	3	Heavy 2D6, Co-Axial, Psycho-Dakka-Blasta!
Big shoota	36"	5	5	Assault 3
Deth kannon	72"	10	1	Ordnance 1, 7" blast Primary weapon

*A supa-rokkit is a Grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

SPECIAL RULES:

Effigy: The Evil Eye in da Sky is a roaring, belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork Mobs within 12" are Fearless.

Cleared for Launch!: The Evil Eye in da Sky carries three Deffkoptas. One can be launched per player turn, at the beginning of the Movement phase. On the turn it is launched a Deffkopta moves as if using the Strategic Redeployment strategic asset, but must make a dangerous terrain test as it does so. Note that no damage can be caused to the Deffkoptas until they are launched.

Spottas: When the Evil Eye in da Sky is firing at a target within 24" and line of sight of one of its Deffkoptas, its supa-rokkits and supa-dupa rokkit may re-roll to hit.

It's Gonna Blow!: Should the Evil Eye in da Sky be destroyed with one or more Deffkoptas yet to launch, Dakrok may attempt to escape. Roll a D6. On 4+ Dakrok takes control of the Deffkopta and it immediately launches as described above. This is counted as a normal Deffkopta, but while alive it counts as an additional objective scored by the Orks side. Any remaining undeployed Deffkoptas are destroyed.

****Psycho-Dakka-Blasta!** Once fired, the supa-gatler continues to fire until all of its ammunition is expended - all the gunner can do is sweep it across the enemy and hope that some of its many, many shots hit home. After firing the supa-gatler you must nominate another enemy unit within 12" from the original target unit and fire again. You must then target another enemy unit within 12" (this may be the previous unit). The supa-gatler keeps firing as long as it has got ammunition left - if the number of shots rolled for the second or subsequent burst is a double, the supa-gatler has run out of ammunition and stops firing immediately and for the rest of the battle (do not resolve any shots against the final target).