HUNTA RIG

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka Kannon ANTI-MONSTER/VEHICLE 2+	12"	1	5+	12	-2	3
'Eavy Lobba BLAST 2, INDIRECT FIRE	48"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha Boyz ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-1	1
Savage Horns and Hooves EXTRA ATTACKS, LANCE	Melee	4	4+	8	-1	3
Saw Blades CLEAVE 1, EXTRA ATTACKS	Melee	6	3+	10	-2	2

ABILITIES

Fully Loaded Butchery
This unit's Butcha Boyz weapon has +2 A for each model embarked within this unit (to a maximum of +22 A).

Tramplasquig Charge
When you target this unit with the Crushing Impact stratagem, that use is -1 CP.

TRANSPORT

Hunta Rig
This model has a transport capacity of 22 BEAST SNAGGAS INFANTRY models.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

1x Hunta Rig (170x109mm Oval Base)

Equipped with: Stikka Kannon, 'Eavy Lobba, Butcha Boyz, Savage Horns and Hooves, Saw Blades

KEYWORDS: Transport, Beast Snagga, Hunta Rig, Monster, Wagon
FACTION KEYWORDS: Orks

HUNTA RIG

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Transport, Beast Snagga, Hunta Rig, Monster, Wagon
FACTION KEYWORDS: Orks