# TRUKK

**60 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 12" | 8 | 4+ | 10 | 7+ | 2 |

**INVULNERABLE SAVE** 6+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Dual Big Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4 | 36" | 6 | 5+ | 5 | 0 | 1 |
| ➤ Rokkit Launcha - Blasta<br>BLAST 2 | 24" | 2 | 5+ | 4 | 0 | 1 |
| ➤ Rokkit Launcha - Busta | 24" | 2 | 5+ | 10 | -2 | 3 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Buzzsaw<br>CLEAVE 1, EXTRA ATTACKS | Melee | 2 | 3+ | 6 | -1 | 2 |
| Grabbin' Klaw<br>EXTRA ATTACKS | Melee | 2 | 3+ | 10 | -2 | 2 |
| Spiked Ram<br>CLEAVE 1 | Melee | 3 | 3+ | 6 | 0 | 1 |

## ABILITIES

**Pilin' Out**
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this model, units embarked within this model can make a disembark move using the rapid disembark mode.

## TRANSPORT

**Trukk**
This model has a transport capacity of 12 ORKS INFANTRY models. It cannot transport GHAZGHKULL THRAKA/JUMP PACK models. Each MEGA ARMOUR model takes up the space of 2 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 Trukk (Hull)

**Equipped with:** Dual Big Shoota, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Buzzsaw, Grabbin' Klaw, Spiked Ram

**Wargear Options:**
- This model can replace its Dual Big Shoota with Rokkit Launcha.
- This model can be equipped with one of: Grabbin' Klaw, Buzzsaw.

**KEYWORDS:** Dedicated Transport, Vehicle, Transport, Trukk, Frame, Speed Freeks
**FACTION KEYWORDS:** Orks

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## CORE RULES

### Deadly Demise D3

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 12

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:** Dedicated Transport, Vehicle, Transport, Trukk, Frame, Speed Freeks
**FACTION KEYWORDS:** Orks