

WARTRAKKS

70–130 PTS

M	T	Sv	W	LD	OC
12"	6	4+	7	7+	3

INVULNERABLE
SAVE

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Shoota <small>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2</small>	18"	4	5+	4	0	1
Multi-busta Launcha	24"	D3+3	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa	Melee	4	3+	5	-2	2

ABILITIES

- Bust 'Em**
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That enemy unit is busted until the end of the turn:
 - Friendly SPEED FREEKS units' attacks that target a busted unit have [LETHAL HITS].
- Speednob Support**
While each model in this unit is within 3" of a friendly SPEED FREEKS unit (excluding WARTRAKK units), this unit has Lone Operative.

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

1-2x Wartrakk (105 x 70mm)

Equipped with: Kustom Shoota, Multi-busta Launcha, Kustom Choppa



KEYWORDS: Mounted, Speed Freeks, Wartrakks
FACTION KEYWORDS: Orks