RUKKATRUKK SQUIGBUGGIES

85–160 PTS

M	T	Sv	W	LD	OC
12"	7	4+	9	7+	3

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sawn-off Shotgun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	12"	2	5+	4	0	1
Squig Launchas IGNORES COVER	24"	D6+6	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Saw Blades CLEAVE 1	Melee	4	3+	7	-1	2

ABILITIES

Squig Barrage
In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by this unit's Squig Launchas weapons. That enemy unit is covered in Squigs until the start of your next turn:

- While a unit is covered in Squigs, that unit's attacks have -1 to hit rolls.

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.

CORE RULES

Deadly Demise 1
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.

AUFSTELLUNG

1-2x Rukkatrukk Squigbuggy (150 x 95mm)

Equipped with: Sawn-off Shotgun, Squig Launchas, Saw Blades

KEYWORDS: Vehicle, Rukkatrukk Squigbuggy, Speed Freeks, Explosives
FACTION KEYWORDS: Orks