

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Kill Rig (170x109mm Oval Base)
Equipped with: Stikka Kannon, Wurrtower, 'Eavy Lobba, Butcha Boyz, Savage Horns and Hooves, Saw Blades

KEYWORDS: Transport, Psyker, Beast Snagga, Kill Rig, Monster, Wagon
FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka Kannon ANTI-MONSTER/VEHICLE 2+	12"	1	5+	12	-2	3
Wurrtower HAZARDOUS, PSYCHIC, TORRENT	24"	1	-	12	-3	6
'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

Wurrboy (psyker level 1)
This model has the psychic abilities listed in the Psychic Abilities section.

TRANSPORT

Kill Rig
This model has a transport capacity of 12 BEAST SNAGGAS INFANTRY models.

PSYCHIC ABILITIES

Warpath (psyker level 1)
In the Fight phase, when this unit is selected to fight, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- This unit's melee attacks have [LETHAL HITS] and [PSYCHIC].

Beastscent (psyker level 1)
In your Movement phase, when a unit embarked within this unit is selected to make a disembark move, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- That disembarking unit's attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls until the end of the turn.

Roar of Mork (psyhic level 1)
In your Movement phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- Select one enemy unit (excluding MONSTER/VEHICLE units) within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 from that battle-shock roll for every 10 models in this unit.

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Visions of Violence (psychic level 1)
At the start of the Fight phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit has Fights First.

FACTION RULES

Unstable Energies
ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities. Each psychic ability has a psychic level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ORKS PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level.

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 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.