

WARBUGGIES - ORKS

70–130 PTS

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1-2x Warbuggies w/ Rivet Kannon oder Warbuggies w/ Mek Speshul (150 x 95mm)
Equipped with: Extra Dakka, ► Mek Speshul - Aimed, ► Mek Speshul - Point Blank, ► Rivet Kannon - Aimed, ► Rivet Kannon - Point Blank, Spiked Ram

KEYWORDS: Speed Freeks, Warbuggies, Vehicle, Explosives
FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Extra Dakka ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	12"	4	5+	5	-1	1
► Mek Speshul - Aimed ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	14	4+	5	-1	1
► Mek Speshul - Point Blank ASSAULT, TORRENT	6"	2D6+2	-	5	-1	1
► Rivet Kannon - Aimed ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS: INFANTRY	24"	6	4+	7	-2	2
► Rivet Kannon - Point Blank ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS: INFANTRY, TORRENT	6"	D3+1	-	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked Ram CLEFTAVE 1	Melee	4	3+	7	-1	2

ABILITIES

Drive-by Skorchin'
In your Movement phase, you can select one visible enemy unit (excluding MONSTER/VEHICLE units) within 6" of this unit:
- That enemy unit cannot be targeted with the Fire Overwatch stratagem until the end of the turn.

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.