

ORKS

WARBUGGIES

Deadly Demise 1 Waaagh!

M12" T7 SV4+ W9 LD7+ OC3 RW6+

70–130 PTS

Base 150 x 95mm



1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Extra DakkaASSAULT

LETHAL HITS: NON-MONSTER/VEHICLE SUSTAINED HITS 1

R	A	BS	S	AP	D
12"	4	5+	5	-1	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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► Mek Speshul - AimedASSAULT

LETHAL HITS: NON-MONSTER/VEHICLE SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	14	4+	5	-1	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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► Mek Speshul - Point BlankASSAULT TORRENT

R	A	BS	S	AP	D
6"	2D6+2	-	5	-1	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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► Rivet Kannon - AimedANTI-INFANTRY 4+ ASSAULT

DEVASTATING WOUNDS: INFANTRY

R	A	BS	S	AP	D
24"	6	4+	7	-2	2

VERWUNDET

2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+
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► Rivet Kannon - Point BlankANTI-INFANTRY 4+ ASSAULT DEVASTATING WOUNDS: INFANTRY TORRENT

R	A	BS	S	AP	D
6"	D3+1	-	7	-2	2

VERWUNDET

2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+
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4ANGRIFF

5NAHKAMPF

Spiked RamCLEAVE 1

R	A	WS	S	AP	D
Melee	4	3+	7	-1	2

VERWUNDET

2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 4+ · 6++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8–13	4+ S7	5+ S4–6	6+ S1–3
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RETTUNGSWURF JE DS

DS 0 4+	DS –1 5+	DS –2 6+	DS –3 6++	DS –4 6++
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REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1-2x Warbuggies w/ Rivet Kannon oder Warbuggies w/ Mek Speshul

Ausrüstung: Extra Dakka, ► Mek Speshul - Aimed, ► Mek Speshul - Point Blank, ► Rivet Kannon - Aimed, ► Rivet Kannon - Point Blank, Spiked Ram