ORKS

WARTRAKKS

Waaagh!

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

70–130 PTS

Base 105 x 70mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Kustom Shoota

LETHAL HITS: NON-MONSTER/VEHICLE **RAPID FIRE 2**

R	A	BS	S	AP	D
18"	4	5+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Multi-busta Launcha

R	A	BS	S	AP	D
24"	D3+3	5+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

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].

4 ANGRIFF

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5 NAHKAMPF

Kustom Choppa

R	A	WS	S	AP	D
Melee	4	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W6 · RW 4+ · 6++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	6++	6++

REGELN & KEYWORDS KURZ

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

AUFSTELLUNG

1-2x Wartrakk

Ausrüstung: Kustom Shoota, Multi-busta Launcha, Kustom Choppa

KEYWORDS Mounted, Speed Freeks, Wartrakks · **FRAKTION** Orks