ORKS

KILL RIG

Deadly Demise D6 | Unstable Energies | Waaagh!

M	T	SV	W	LD	OC	RW
10"	10	3+	16	7+	5	6+

175 PTS
Base 170x109mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

Beastscent (psyker level 1) (Psychic Abilities)

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 (psychic level 1) (Psychic Abilities)

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.

3 BESCHUSS

Stikka Kannon — ANTI-MONSTER/VEHICLE 2+

R	A	BS	S	AP	D
12"	1	5+	12	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Wurrtower — HAZARDOUS | PSYCHIC | TORRENT

R	A	BS	S	AP	D
24"	1	-	12	-3	6

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

'Eavy Lobba — BLAST 2 | INDIRECT FIRE

R	A	BS	S	AP	D
48"	3	5+	6	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

4 ANGRIFF

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5 NAHKAMPF

Butcha Boyz — ANTI-MONSTER/VEHICLE 4+

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Savage Horns and Hooves — EXTRA ATTACKS | LANCE

R	A	WS	S	AP	D
Melee	4	4+	8	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Saw Blades — CLEAVE 1 | EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	6	3+	10	-2	2

VERWUNDET

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

Warpath (psyker level 1) (Psychic Abilities)

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].

Visions of Violence (psychic level 1) (Psychic Abilities)

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.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Wurrboy (psyker level 1)

This model has the psychic abilities listed in the Psychic Abilities section.

GEGEN DIESE EINHEIT

W10 · RW 3+ · 6++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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

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

AUFSTELLUNG

1x Kill Rig

Ausrüstung: Stikka Kannon, Wurrtower, 'Eavy Lobba, Butcha Boyz, Savage Horns and Hooves, Saw Blades

Transport

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

KEYWORDS Transport, Psyker, Beast Snagga, Kill Rig, Monster, Wagon · **FRAKTION** Orks