



1

KOMMANDO

—

2 BEWEGUNG

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.

3 BESCHUSS

Extra Dakka

ASSAULT

LETHAL HITS: NON-MONSTER/VEHICLE

SUSTAINED HITS 1

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

► Mek Speshul - Aimed

ASSAULT

LETHAL HITS: NON-MONSTER/VEHICLE

SUSTAINED HITS 1

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

► Mek Speshul - Point Blank

ASSAULT

TORRENT

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

► Rivet Kannon - Aimed

ANTI-INFANTRY 4+

ASSAULT

DEVASTATING WOUNDS: INFANTRY

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

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

► Rivet Kannon - Point Blank

ANTI-INFANTRY 4+

ASSAULT

DEVASTATING WOUNDS: INFANTRY

TORRENT

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

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

4

ANGRIFF

—

5 NAHKAMPF

Spiked Ram

CLEAVE 1

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

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

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

RETTUNGSWURF JE DS

DS 0

4+

DS -1

5+

DS -2

6++

DS -3

6++

DS -4

6++

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