KILL RIG

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

AUFSTELLUNG

1x Kill Rig (170x109mm Oval Base)

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka Kannon ANTI-MONSTER/VEHICLE 2+	12"	1	5+	12	-2	3
Wurrtower HAZARDOUS, PSYCHIC, TORRENT	24"	1	-	12	-3	6
'Eavy Lobba BLAST 2, INDIRECT FIRE	48"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha Boyz ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-1	1
Savage Horns and Hooves EXTRA ATTACKS, LANCE	Melee	4	4+	8	-1	3
Saw Blades CLEAVE 1, EXTRA ATTACKS	Melee	6	3+	10	-2	2

ABILITIES

RULES - Deadly Demise D6, Unstable Energies, Waaagh!

Wurrboy (psyker level 1)
This model has the psychic abilities listed in the Psychic Abilities section.

Kill Rig (Transport)
Capacity: This model has a transport capacity of 12 BEAST SNAGGAS INFANTRY models.

Warpath (psyker level 1) (Psychic Abilities)
Descriptions: 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].

KEYWORDS: Transport, Psyker, Beast Snagga, Kill Rig, Monster, Wagon

FACTION: Orks **175 PTS**

Beastscent (psyker level 1) (Psychic Abilities)
Descriptions: 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)
Descriptions: 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.

Visions of Violence (psychic level 1) (Psychic Abilities)
Descriptions: 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.