WARBUGGIES

M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	6+

AUFSTELLUNG

1-2x Warbuggies w/ Rivet Kannon oder Warbuggies w/ Mek Speshul (150 x 95mm)

Equipped with: Extra Dakka, ➤ Mek Speshul - Aimed, ➤ Mek Speshul - Point Blank, ➤ Rivet Kannon - Aimed, ➤ Rivet Kannon - Point Blank, Spiked Ram

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Extra Dakka ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	12"	4	5+	5	-1	1
➤ Mek Speshul - Aimed ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	14	4+	5	-1	1
➤ Mek Speshul - Point Blank ASSAULT, TORRENT	6"	2D6+2	-	5	-1	1
➤ Rivet Kannon - Aimed ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS: INFANTRY	24"	6	4+	7	-2	2
➤ Rivet Kannon - Point Blank ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS: INFANTRY, TORRENT	6"	D3+1	-	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

RULES - Deadly Demise 1, Waaagh!

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.

KEYWORDS: Speed Freeks, Warbuggies, Vehicle, Explosives

FACTION: Orks **70–130 PTS**

Spiked Ram CLEAVE 1	Melee	4	3+	7	-1	2