

ORKS

HUNTA
RIG

165 PTS



M10"

T10

SV3+

W16

LD7+

OC5

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka Kannon ANTI-MONSTER/VEHICLE 2+	12"	1	5+	12	-2	3
'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

AUFSTELLUNG

1x Hunta Rig (170x109mm Oval Base)
Equipped with: Stikka Kannon, 'Eavy Lobba, Butcha Boyz, Savage Horns and Hooves, Saw Blades

ABILITIES

- Fully Loaded Butchery**
This unit's Butcha Boyz weapon has +2 A for each model embarked within this unit (to a maximum of +22 A).
- Tramplasquig Charge**
When you target this unit with the Crushing Impact stratagem, that use is -1 CP.
- Hunta Rig** (Transport)
Capacity: This model has a transport capacity of 22 BEAST SNAGGAS INFANTRY models.



CORE RULES

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 11**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

◆ **Waaagh!**

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.