

ORKS

KILL RIG

175 PTS



M10"3+

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
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

AUFSTELLUNG

1x Kill Rig (170x109mm Oval Base)

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

ABILITIES

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].

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.

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").

◆ **Unstable Energies**

ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities. Each psychic ability has a psychic level of 1 or higher, specified in that ability's name. In a battle round, a friendly ORKS PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level.

◆ **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.

