ORKS

RUKKATRUKK SQUIGBUGGIES

85–160 PTS

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

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sawn-off Shotgun ASSAULT LETHAL HITS: NON-MONSTER/VEHICLE	12"	2	5+	4	0	1
Squig Launchas IGNORES COVER	24"	D6+6	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Saw Blades CLEAVE 1	Melee	4	3+	7	-1	2

AUFSTELLUNG

1-2x Rukkatrukk Squigbuggy (150 x 95mm)

Equipped with: Sawn-off Shotgun, Squig Launchas, Saw Blades

ABILITIES

Squig Barrage

In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by this unit's Squig Launchas weapons. That enemy unit is covered in Squigs until the start of your next turn:

- While a unit is covered in Squigs, that unit's attacks have -1 to hit rolls.

CORE RULES

Deadly Demise 1

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").

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.