ORKS

TRUKK

60 PTS

M	T	SV	W	LD	OC
12"	8	4+	10	7+	2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 4	36"	6	5+	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Buzzsaw CLEAVE 1 EXTRA ATTACKS	Melee	2	3+	6	-1	2
Grabbin' Klaw EXTRA ATTACKS	Melee	2	3+	10	-2	2
Spiked Ram CLEAVE 1	Melee	3	3+	6	0	1

AUFSTELLUNG

1x Trukk (Hull)

Equipped with: Dual Big Shoota, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Buzzsaw, Grabbin' Klaw, Spiked Ram

Wargear Options:

- This model can replace its Dual Big Shoota with Rokkit Launcha.
- This model can be equipped with one of: Grabbin' Klaw, Buzzsaw.

ABILITIES

Pilin' Out
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this model, units embarked within this model can make a disembark move using the rapid disembark mode.

Trukk (Transport)
Capacity: This model has a transport capacity of 12 ORKS INFANTRY models. It cannot transport GHAZGHKULL THRAKA/JUMP PACK models. Each MEGA ARMOUR model takes up the space of 2 models.

KEYWORDS: Dedicated Transport, Vehicle, Transport, Trukk, Frame, Speed Freeks

CORE RULES

◈ Deadly Demise D3

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 12

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.