

ORKS

WARBUGGIES

70-130 PTS



M

12"

T

7

SV

4+

W

9

LD

7+

OC

3

6+

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

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

ABILITIES

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.



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.