

ORKS

WARTRAKKS

70-130 PTS



M

12"

T

6

SV

4+

W

7

LD

7+

OC

3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Shoota	18"	4	5+	4	0	1
LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 2						
Multi-busta Launcha	24"	D3+3	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa	Melee	4	3+	5	-2	2

AUFSTELLUNG

1-2x Wartrakk (105 x 70mm)

Equipped with: Kustom Shoota, Multi-busta Launcha, Kustom Choppa

ABILITIES

Bust 'Em
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That enemy unit is busted until the end of the turn:
- Friendly SPEED FREEKS units' attacks that target a busted unit have [LETHAL HITS].

Speednob Support
While each model in this unit is within 3" of a friendly SPEED FREEKS unit (excluding WARTRAKK units), this unit has Lone Operative.

CORE RULES

◆ **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.

