

WARTRAKK

60 PTS

M	T	Sv	W	LD	OC
12"	6	4+	7	7+	3

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom shoota RAPID FIRE 2	18"	2	5+	4	0	1
Rokkit launcha	24"	D3+3	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppas	Melee	5	3+	4	-1	1

ABILITIES

Indiscriminate Detonations

In your Shooting phase, when this unit has resolved its attacks, select one enemy unit hit by one or more of those attacks. That enemy unit is suppressed until the start of your next Command phase. (While a unit is suppressed, it has -1 to hit rolls.)

WEAPON ABILITIES

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

1x Wartrakk (105x70mm
Oval Base)

Equipped with: Kustom
shoota, Rokkit launcha,
Choppas



KEYWORDS: Mounted,
Speed Freaks, Wartrakk
FACTION KEYWORDS:
Orks