

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Boomdakka Snazzwagon (150x95mm Oval Base)
Equipped with: Big shoota, Grot blasta, Mek speshul, Spiked wheels

KEYWORDS: Vehicle, Grenades, Boomdakka Snazzwagon, Speed Freaks
FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Grot blasta PISTOL	12"	1	4+	3	0	1
Mek speshul ASSAULT, RAPID FIRE 4, SUSTAINED HITS 1	24"	12	5+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	4	4+	7	-1	2

ABILITIES

Billowing Fumes (Aura)
While an enemy unit (excluding MONSTER/VEHICLE units) is within 6" of this unit, when that enemy unit is selected to shoot, that unit's targets have the benefit of cover until that unit has shot.

WEAPON ABILITIES

Assault
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

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).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

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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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.