

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Rukkatrukk Squigbuggy (150x95mm Oval Base)
Equipped with: Sawn-off shotgun, Squig launchas, Saw blades

KEYWORDS: Vehicle, Rukkatrukk Squigbuggy, Speed Freeks
FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sawn-off shotgun ASSAULT	12"	2	5+	4	0	1
Squig launchas BLAST, IGNORES COVER, INDIRECT FIRE	36"	D6+6	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

ABILITIES

Buzzer Squigs
In your Shooting phase, after this model has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks made with squig-launchas and roll one D6; on a 4+, until the end of your opponent's next turn, that enemy unit is hindered. While a unit is hindered, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Squig Mine
Once per battle, at the start of any phase, select one enemy unit within 3" of this model and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds.

Designer's Note: Place a Squig Mine token next to the model, removing it once this ability has been used.

WEAPON ABILITIES

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

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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").

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.