

KILL RIG

M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

AUFSTELLUNG

1x Kill Rig (170x109mm Oval Base)

Equipped with: Stikka kannon, Wurrtower, 'Eavy lobba, Butcha boyz, Savage horns and hooves, Saw blades

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka kannon ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SNAGGED	12"	1	5+	12	-2	3
Wurrtower HAZARDOUS, PSYCHIC, TORRENT	24"	D3	N/A	12	-3	D6
'Eavy lobba BLAST, INDIRECT FIRE	48"	D6	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha boyz ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS	Melee	4	3+	5	-1	1
Savage horns and hooves EXTRA ATTACKS, LANCE	Melee	4	4+	8	-1	3
Saw blades	Melee	6	3+	10	-2	2

ABILITIES

RULES - Deadly Demise D6, Feel No Pain 6+

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spirit of Gork (Psychic)

At the start of the Fight phase, you can select one friendly ORKS unit within 12" of this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit; on a 6, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit and those weapons have the **[LETHAL HITS]** ability.

Kill Rig (Transport)

Capacity: This model has a transport capacity of 11 BEAST SNAGGA INFANTRY models.



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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).

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Indirect Fire

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

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.