

TRUKK

M	T	SV	W	LD	OC	
12"	8	4+	10	7+	2	

AUFSTELLUNG

1x Trukk (Hull)

Equipped with: Big shoota, Spiked wheel, Wreckin' ball

Wargear Options:

- This model can be equipped with 1x Wreckin' ball.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	3	4+	6	0	1
Wreckin' ball EXTRA ATTACKS	Melee	1	4+	10	0	D6

ABILITIES

RULES - Deadly Demise D3, Firing Deck 12

Grot Riggers

At the start of your Command phase, this model regains 1 lost wound.

Trukk (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR model takes up the space of 2 models. It cannot transport JUMP PACK or GHAZGHKULL THRAKA models.



WEAPON RULES

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.

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).*

