

ORKS

WARTRAKK

60 PTS



M

12"

T

6

SV

4+

W

7

LD

7+

OC

3

6+

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

AUFSTELLUNG

1x Wartrakk (105x70mm Oval Base)

Equipped with: Kustom shoota, Rokkit launcha, Choppas

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 RULES

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).

