

















ORKS																	
Orks - Clan Snakebites																	
TRUKK - Scrapjaw Speeder																	
88 Pts																	
1																	
Full HP	12"	18"		5+	3+	6		10	10	10	10	3	4	7+	2	4+	6++/6++
Mid HP	8"	12"		6+	4+	6		9	9	9	7	2	4	8+	1	4+	6++/6++
Low HP	4"	6"		7+	5+	6		8	8	8	3	1	4	9+		4+	6++/6++
Unit Aptitudes																	
Grot Riggers			At the start of your Command phase, this model regains 1 lost wound.														
Ramshackle			Roll a D6 each time a Trukk suffers a Wound. On the roll of a 5+, the Damage characteristic of the Attack is reduced to 1.														
Boarding Plank			If a unit disembarks from an Open-topped vehicle with a boarding plank and declares a charge in the same turn, it adds +2 to its charge distance (to a maximum of 12).														
Reinforced Ram			A vehicle with a reinforced ram can Tank Shock and Ram, and treats its front Armour Value as two higher than normal when Ramming. Furthermore, the vehicle may re-roll failed Dangerous Terrain tests.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Transport Capacity (12)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (12)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.														
Unit Special Rules																	
Furious Charge / Transport / Oppen-topped																	
Psychic Domains																	

[illegible]