# ORKS
## Orks - Clan Snakebites

## TRUKK - Rustbucket Racer

### 60 Pts

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|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 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.

**Reinforced Ram** — A Vehicle with a reinforced ram can Tank Shock and Ram, and treats its front Armour Value as 2 points 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

## Weapons

| Weapons | ☀ | ☬ | 💀 | 🛡 | 💗 | ⚙ | Nb | Pts |
|---|---|---|---|---|---|---|---|---|
| Big shoota | 36" | 3 | 5 | 0 | 1 | Assault - Rapid Fire 2 | 1 | 6 |
| Vehicles close combat | Melee | User | User | 0 | 1 | Melee | 1 | |
| Wreckin'ball | Melee | +D3 | +5 | -2 | D3+3 | Melee - Concussive | 1 | 22 |

## Faction Aptitudes

| | | | | | Unit type |
|---|---|---|---|---|---|
| Waaagh! | Mob Rule | 'Ere We Go! | Get Stuck In | Taktiks | Vehicle |