





















ORKS					TRUKK - Scrapjaw Speeder												60 Pts	
Orks - Clan Snakebites																		
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																		
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		