

## Orks – Trukk

TRUKK (øUse model)

M

T

Sv

W

Ld

OC

12"

8

4+

10

7+

2

6+

INVULNERABLE SAVE

RANGED WEAPONS

RANGE

A

BS

S

AP

D

Big shoota [RAPID FIRE 2]

36"

3

5+

5

0

1

MELEE WEAPONS

RANGE

A

WS

S

AP

D

Spiked wheels

Melee

3

4+

6

0

1

Wreckin' ball [EXTRA ATTACKS]

Melee

1

4+

10

0

D6

WARGEAR OPTIONS

▪ This model can be equipped with 1 wreckin' ball.

KEYWORDS: **VEHICLE**, **TRANSPORT**, **DEDICATED TRANSPORT**, **TRUKK**

STRATAGEMS

SQUIG FLINGIN' 1CP

KULT OF SPEED – STRATEGIC PLOY

SPEEDIEST FREEKS 1CP

KULT OF SPEED – STRATEGIC PLOY

DAT'S OURS 1CP

TAKTIKAL BRIGADE – STRATEGIC PLOY

TAKTIKAL RETREAT 1CP

TAKTIKAL BRIGADE – STRATEGIC PLOY

ON TO DA NEXT 1CP

TAKTIKAL BRIGADE – STRATEGIC PLOY

CAREEN! 1CP

WAR HORDE – EPIC DEED

ORKS IS NEVER BEATEN 2CP

WAR HORDE – EPIC DEED

UNBRIDLED CARNAGE 1CP

WAR HORDE – BATTLE TACTIC

ABILITIES

CORE: **Deadly Demise D3**, **Firing Deck 12**

FACTION: **Waaagh!**

**Grot Riggers:** At the start of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

▪ 1 Trukk

This model is equipped with: big shoota; spiked wheels.

1 model

TRANSPORT

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.

FACTION KEYWORDS: **ORKS**

DETACHMENT ABILITY

Get Stuck In

https://wahapedia.ru/wh40k10ed/factions/orks/Trukk

1/1