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RUKKATRUUK SQUIGBUGGY



**! • READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR
• LIES DIES ZUERST • LEGGI PRIMA QUESTO**

ENG BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY. A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.

FRE AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET. Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pincés de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.

SPA POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS. Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.

GER VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN. Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.

ITA PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO. Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

**• EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SÍMBOLOS
• ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI**



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Variant assembly
- Variante d'assemblage
- Variante de montaje
- Bauvariante
- Assemblaggio alternativo



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Do not glue the components
- Ne pas coller les éléments
- No pegar los componentes
- Bitte die Teile nicht kleben
- Non incollare i componenti



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo

16+



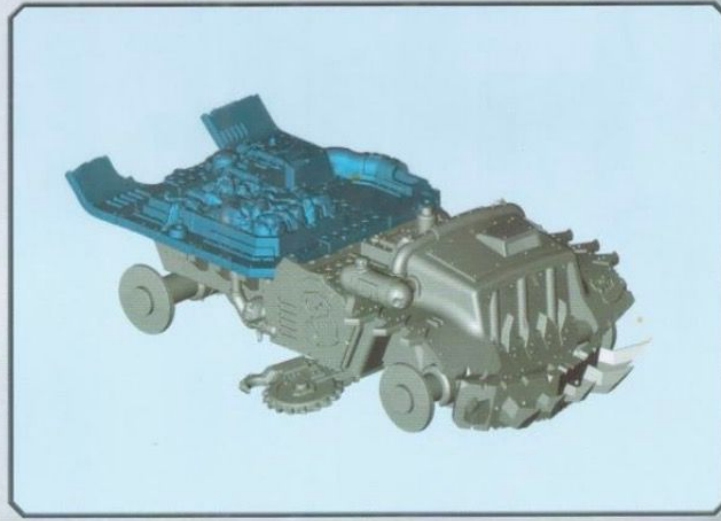
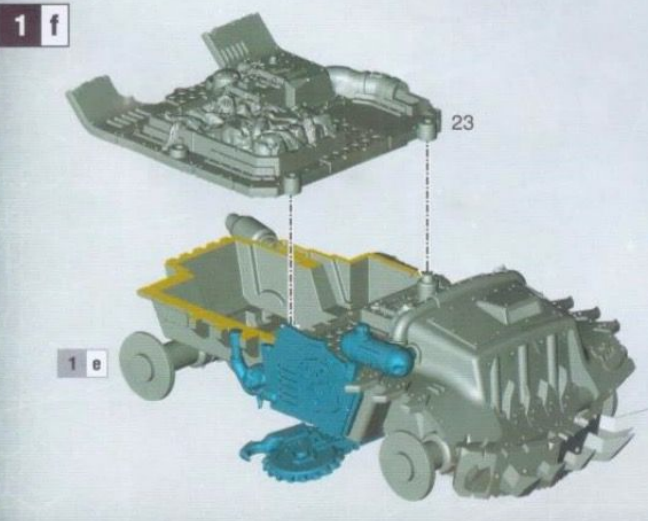
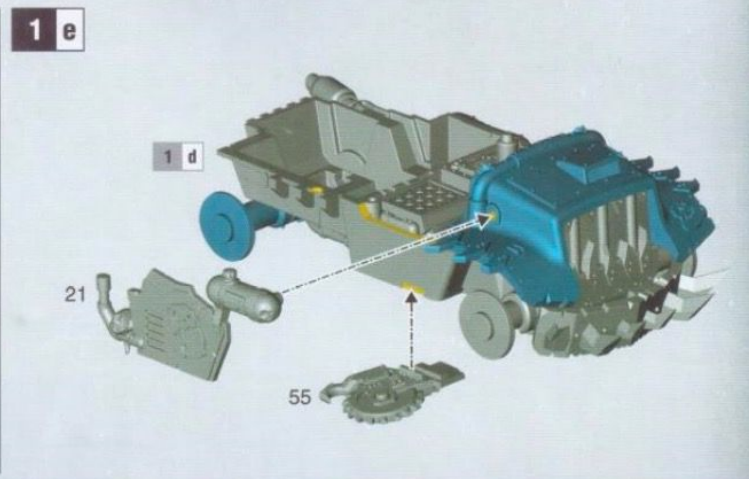
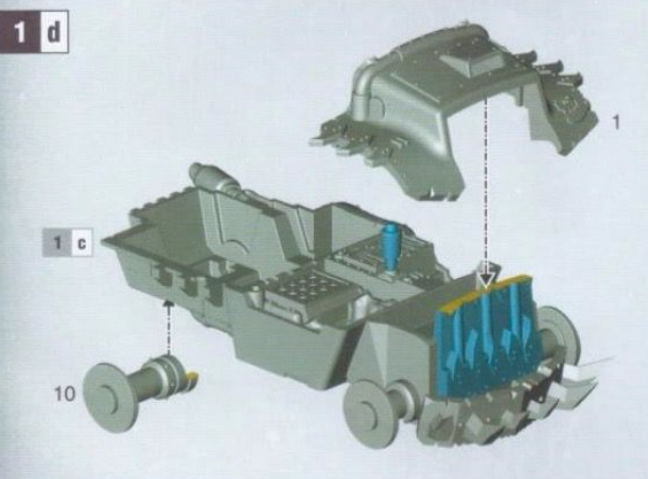
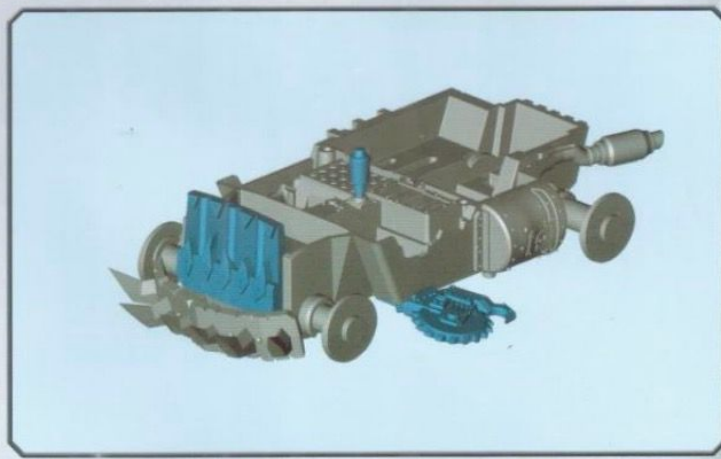
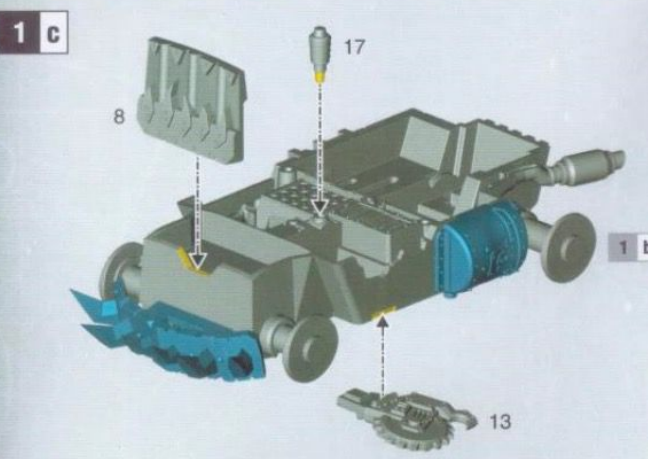
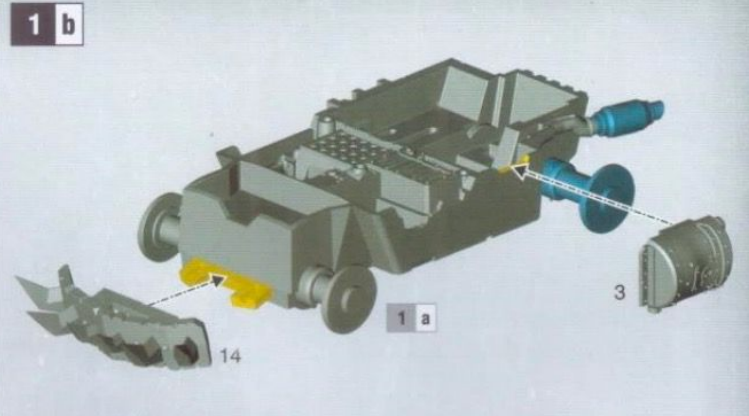
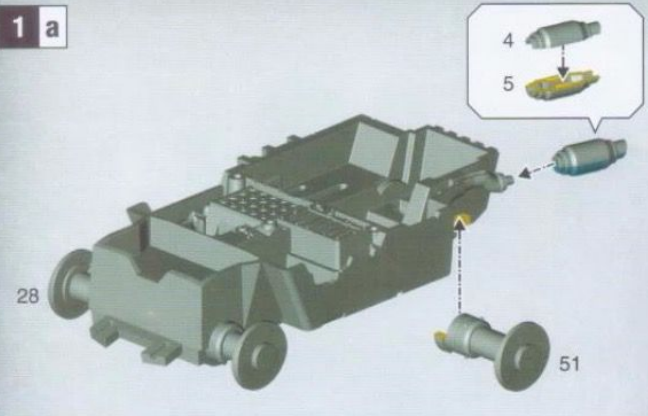
- Citadel plastic glue
- Colle plastique Citadel
- Pegamento para plástico
- Citadel-Kunststoffkleber
- Colla per plastica Citadel



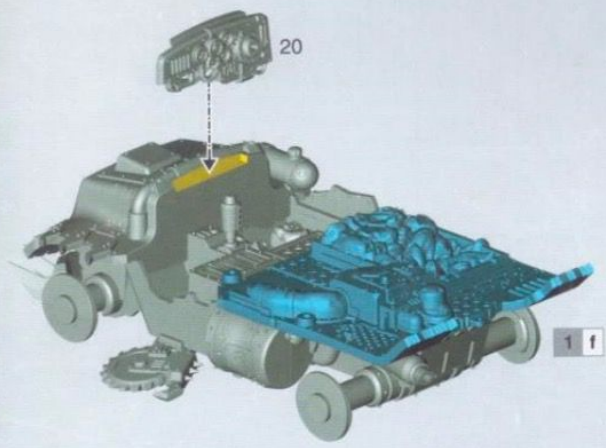
- Citadel fine detail cutters
- Pincés de précision Citadel
- Tenazas Citadel
- Citadel-Seitenschneider
- Tronchesine di precisione Citadel



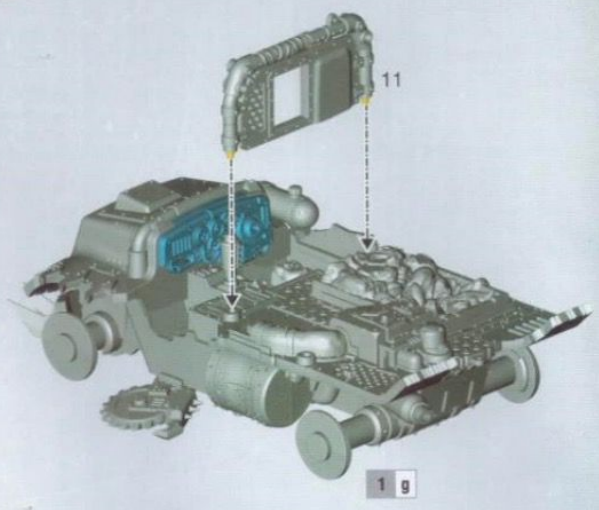
- Citadel mouldline remover
- Ébarboir Citadel
- Herramienta para rebabas Citadel
- Gussgratentferner
- Attrezzo per ripulire Citadel



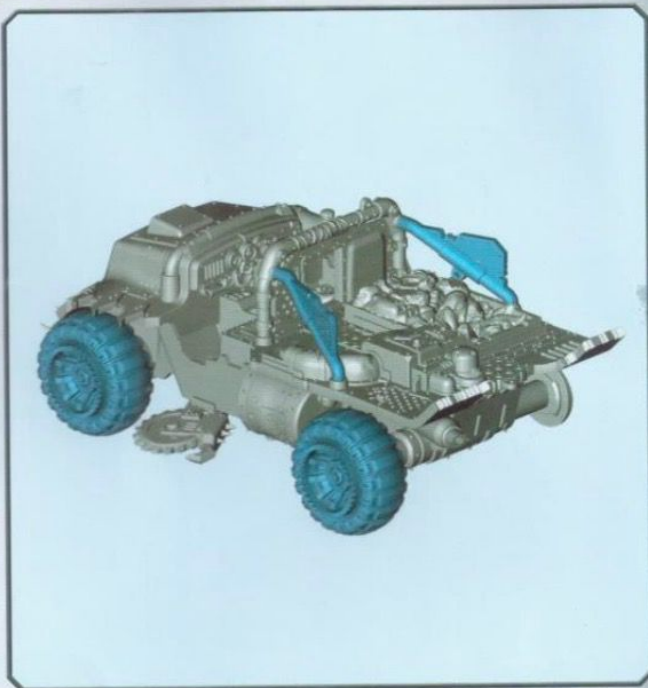
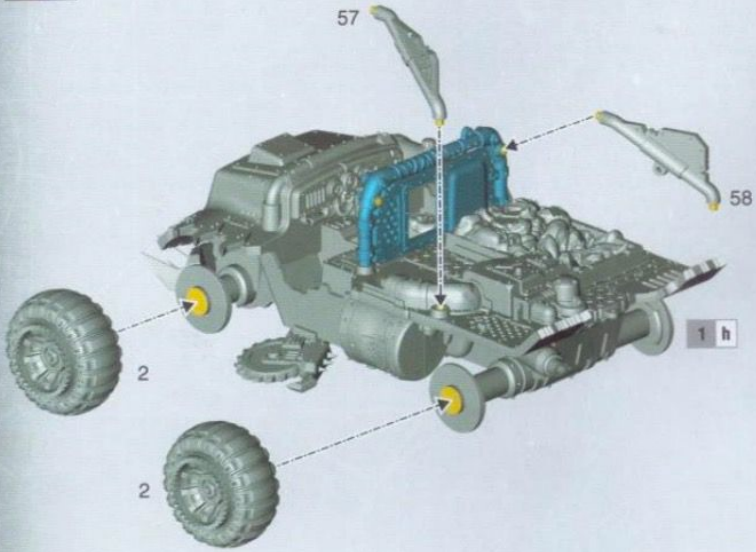
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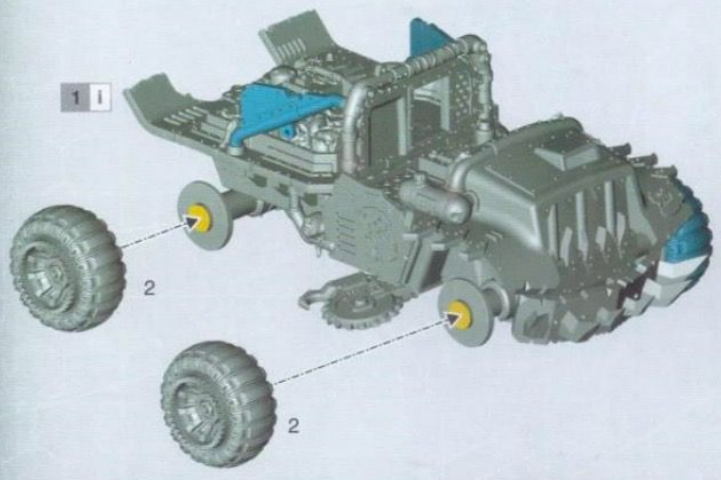
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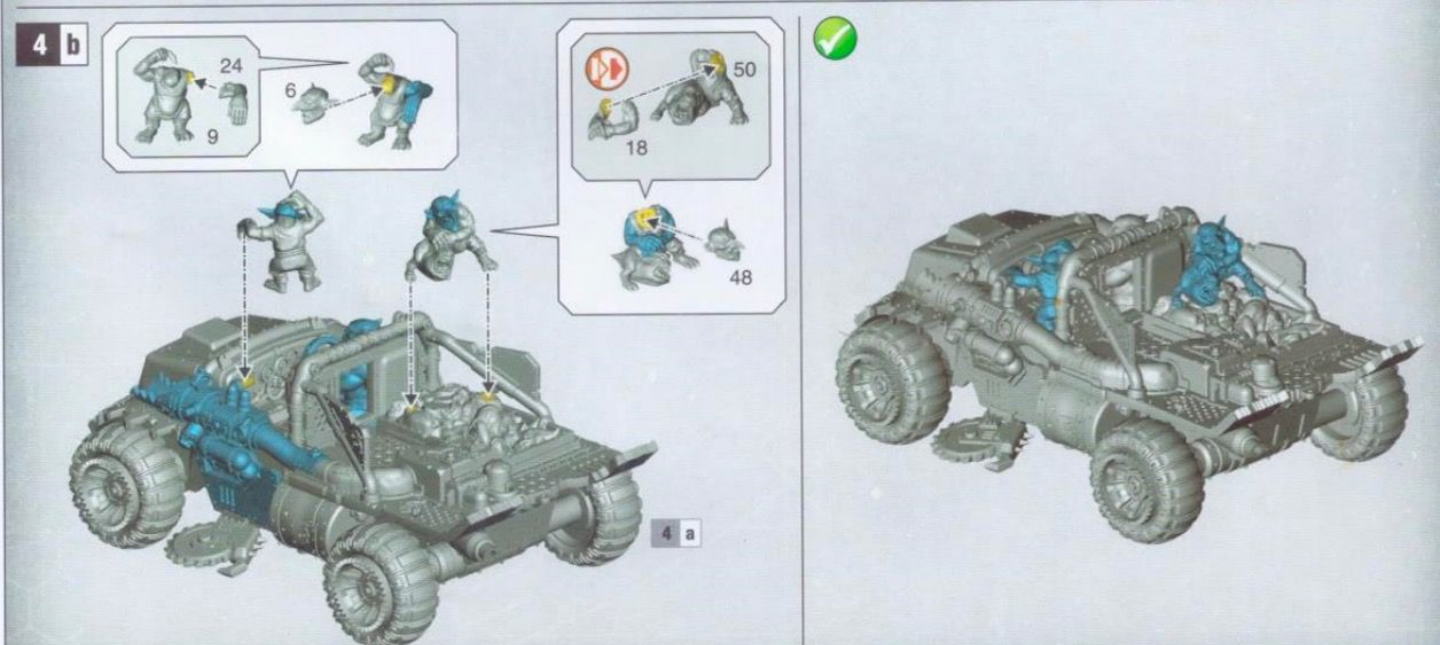
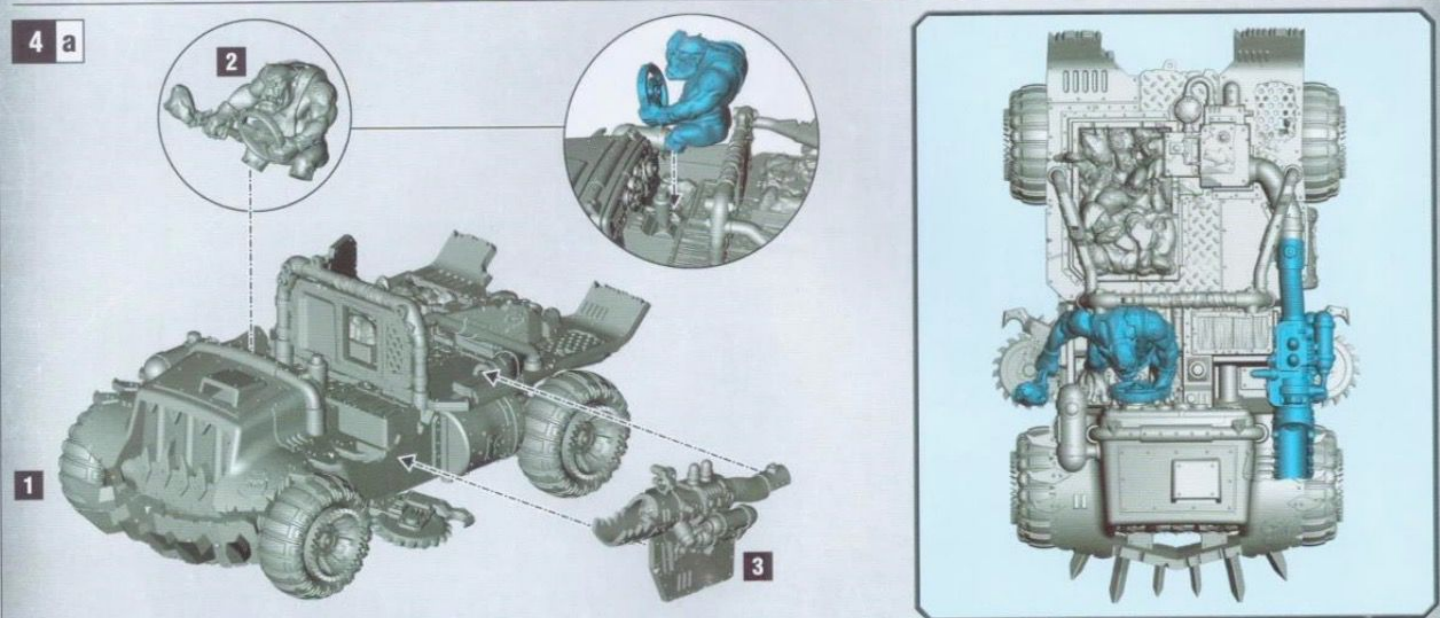
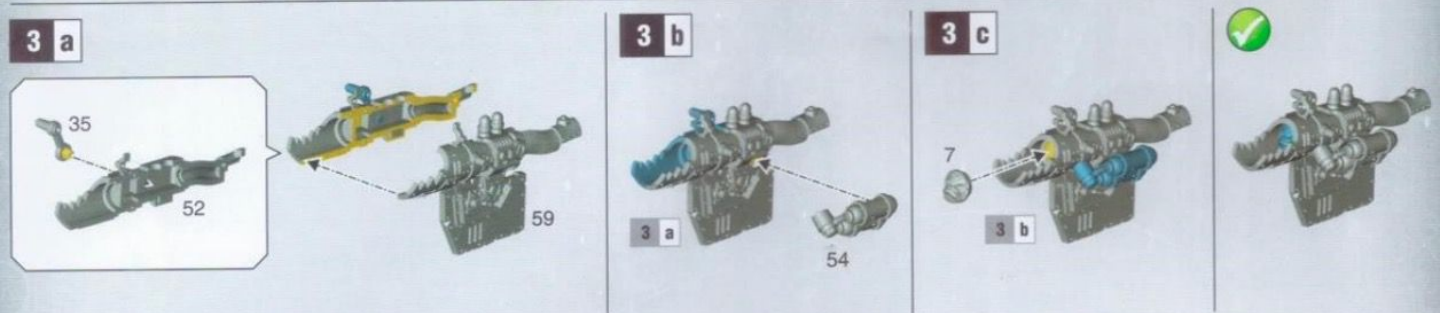
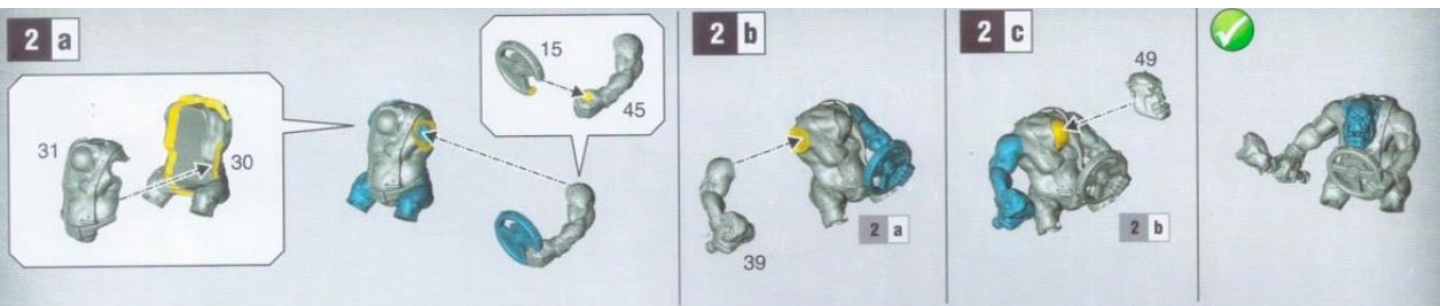


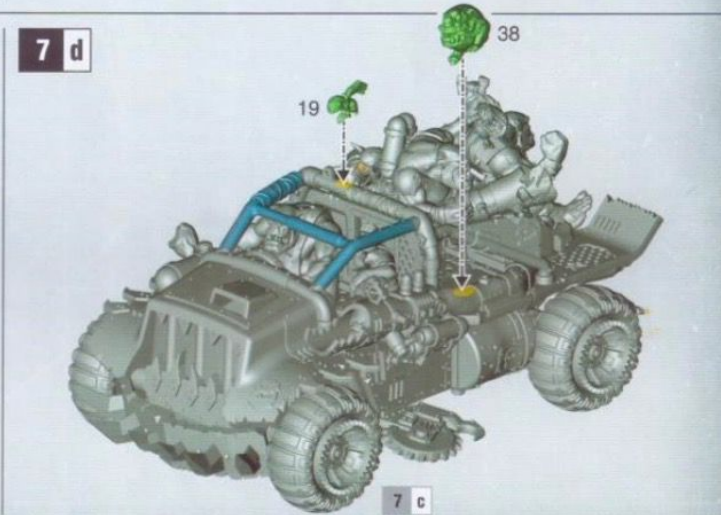
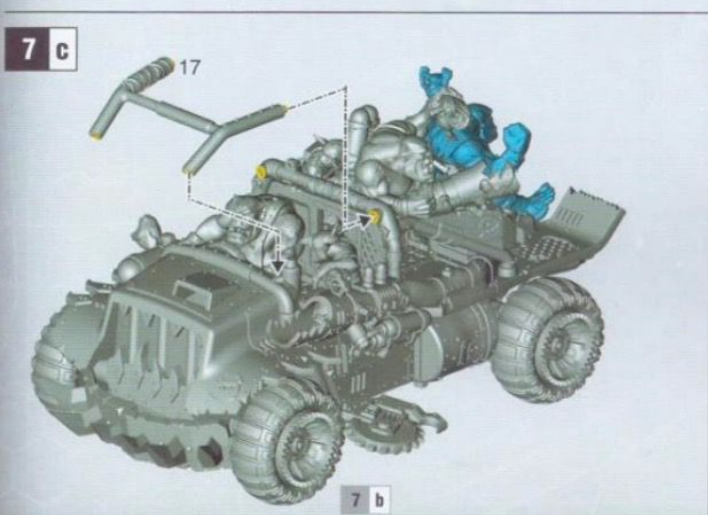
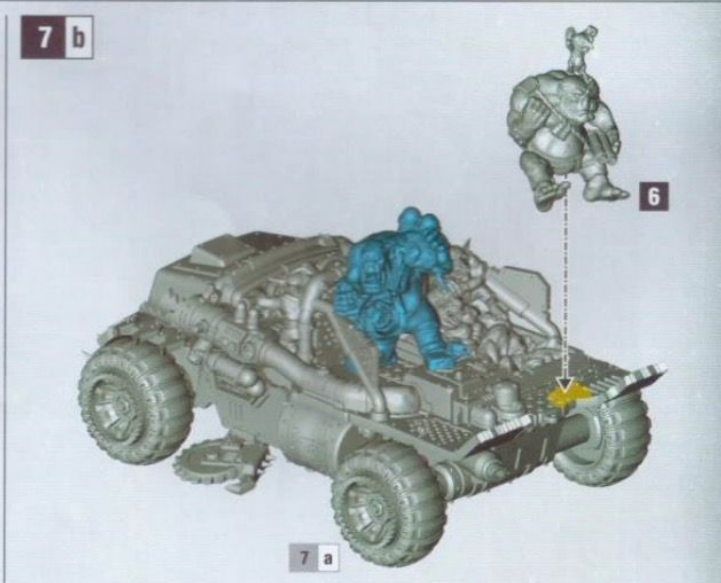
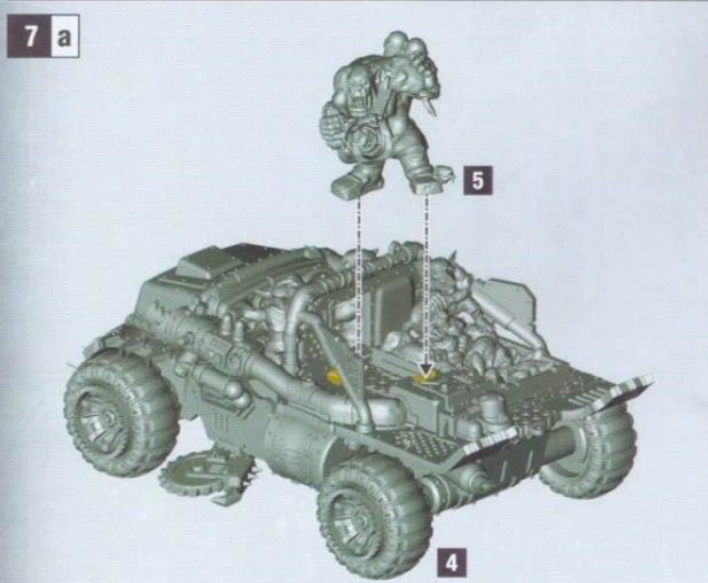
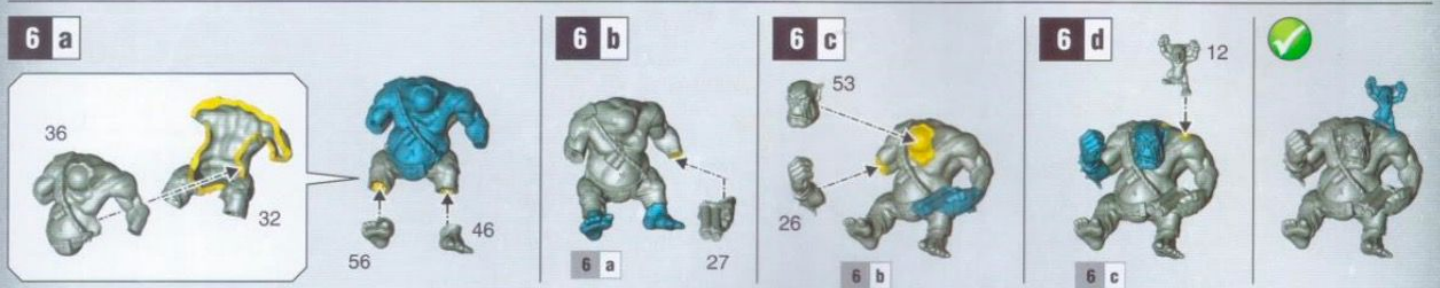
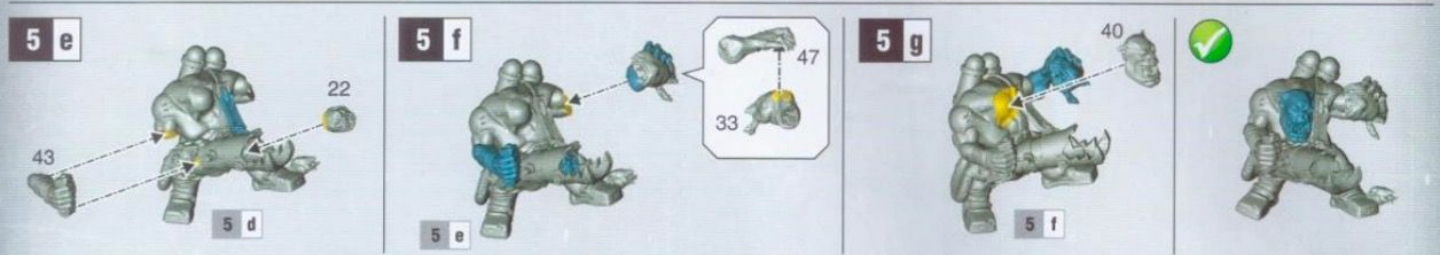
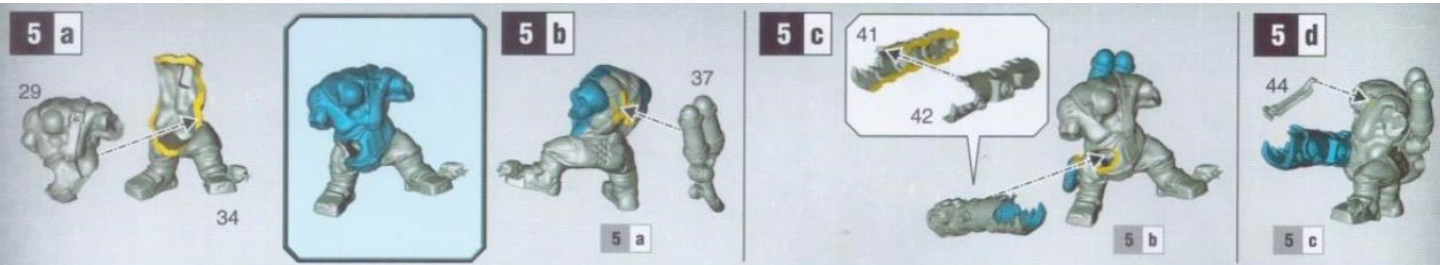
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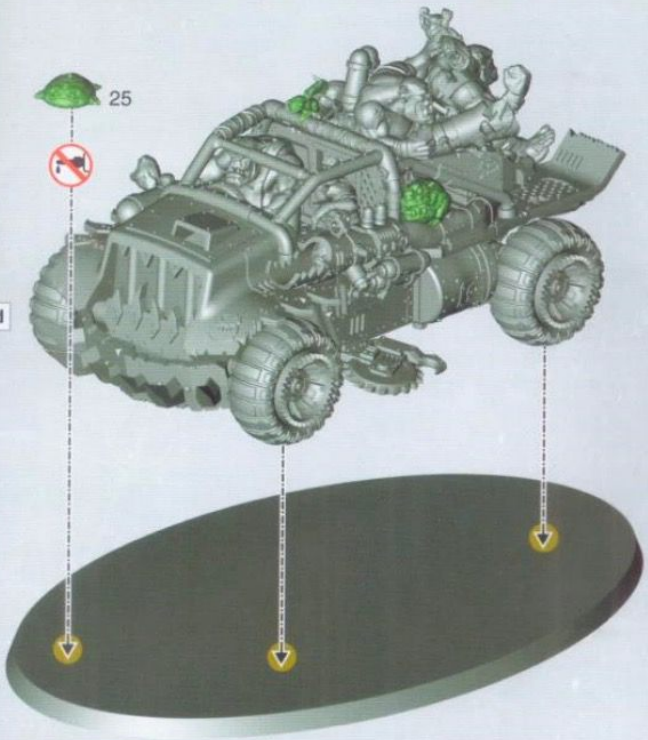
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7 e



7 d



- BASE WAAAGH! FLESH**
- SHADE BIEL-TAN GREEN
- LAYER OGRYN CAMO
- EDGE KRIEG KHAKI
- BASE RHINOX HIDE**
- LAYER DOOMBULL BROWN
- LAYER SQUIG ORANGE
- LAYER UNGOR FLESH
- BASE ABADDON BLACK**
- LAYER ESHIN GREY
- LAYER DAWNSTONE
- LAYER ADMINISTRATUM GREY
- BASE SCREAMING BELL**
- SHADE AGRAX EARTHSHADE
- LAYER HASHUT COPPER
- LAYER STORMHOST SILVER



- BASE MEPHISTON RED**
- SHADE CARROBURG CRIMSON
- LAYER SQUIG ORANGE
- LAYER UNGOR FLESH

- BASE STEGADON SCALE GREEN**
- SHADE AGRAX EARTHSHADE
- LAYER THUNDERHAWK BLUE
- LAYER FENRISIAN GREY



RUKKATRUKK SQUIGBUGGY



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rukkatrukk Squigbuggy	10"	4+	5+	5	6	9	4	6	4+

This unit contains 1 Rukkatrukk Squigbuggy. It can include 1 additional Rukkatrukk Squigbuggy (**Power Rating +7**) or 2 additional Rukkatrukk Squigbuggies (**Power Rating +14**). Each model is equipped with a heavy squig launcha and saw blades, and each model's crew is armed with a squig launcher, shotgun and stikksquigs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy squig launcha	When attacking with this weapon, choose one of the profiles below.					
- Bile squig	36"	Assault 2D6	*	0	1	This weapon always wounds on a 4+ unless it is targeting a VEHICLE or TITANIC unit, in which case it wounds on a 6+.
- Bitey squig	36"	Assault 2	5	-3	2	-
- Boom squig	36"	Assault 2D3	6	-1	D3	-
Shotgun	12"	Assault 2	3	0	1	If the target is within half range, add 1 to this weapon's Strength.
Squig launcha	When attacking with this weapon, choose one of the profiles below.					
- Bile squig	36"	Assault D6	*	0	1	This weapon always wounds on a 4+ unless it is targeting a VEHICLE or TITANIC unit, in which case it wounds on a 6+.
- Bitey squig	36"	Assault 1	5	3	2	-
- Boom squig	36"	Assault D3	6	-1	D3	-
Stikksquig	6"	Grenade D6	3	0	1	-
Saw blades	Melee	Melee	+1	-1	1	-

ABILITIES

'Ere We Go, Mob Rule, Dakka! Dakka! Dakka!, Speed Mob

Grot Gunner: Add 1 to hit rolls for attacks made with this model's heavy squig launcha.

Riding Shotgun: When this model shoots, it can throw a Grenade and shoot with its Pistol(s) in addition to any other weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

Squig Mine: Once per battle, in the Movement phase, this model can deploy a squig mine. At any point during this model's move, place the squig mine within 1" of it and more than 3" from any enemy models. The squig mine is represented by the squig mine model, but does not count as a model for any rules purposes. From the start of the next phase, that squig mine is detonated if any unit (friend or foe) moves within 3' of it. Resolve the detonation after the unit that detonated it has ended its move. When a squig mine is detonated, roll a D6: on a 2-3 it inflicts 1 mortal wound on the unit that detonated it; on a 4-5 it inflicts D3 mortal wounds on the unit that detonated it; and on a 6 it inflicts 3 mortal wounds on the unit that detonated it. The squig mine is then removed from the battlefield.

FACTION KEYWORDS

ORK, <CLAN>

KEYWORDS

VEHICLE, SPEED FREES, RUKKATRUKK SQUIGBUGGIES