

KUSTOM JOB**SPIKE DROPPA**

Once per battle, in the Shootin' phase, pick an enemy model in this model's rear arc that is within 6" of this model and roll 3 Speed Freaks dice. For each result of ⚡, that enemy model's player must draw a damage card for it.

KUSTOM JOB**SPIKEY PLATES**

Add 1 to this model's Melee characteristic.

KUSTOM JOB**SQUIG-OIL INJECTA**

Once per battle, when this model is picked to move, you can declare the driver will use the Squig-oil Injecta. When you do so, the model counts as having one additional speedin' point this round.

KUSTOM JOB**TUFF CHASSIS**

Your opponent must roll 1 fewer dice for this model (to a minimum of 1) when it is rammed or ramming.

KUSTOM JOB**WHIRLY THING**

Once per battle, you can re-roll 1 attack dice or defence dice for this model.

KUSTOM JOB**HOPPA ROKKIT**

Once per battle, in the Speedin' phase, this model can move over models, obstacles or terrain features of up to 6" in height as if they were not there. It may not finish this move on top of any other models, obstacles or terrain features.

KUSTOM JOB**WAAAGH! HORN**

Your opponent must re-roll 1 successful attack dice for enemy models that are within 3" of this model.

KUSTOM JOB**FLASHY SPOILA**

When this model is picked to move, you can re-roll 1 ★ result on the speedin' dice for this model.

KUSTOM JOB**PLODIN' HUBCAPS**

Once per battle, if an enemy model rams this model in its side arc, you can re-roll 1 dice for that enemy model.

KUSTOM JOB**GETAWAY BOOSTA**

Once per battle, if an enemy model is in this model's rear arc when it is picked to move, you can add 1 additional basic gubbinz to the end of the trail for this model.

KUSTOM JOB**GLOWIN' BULLETS**

At the start of the battle, pick one of this model's gunz. You can re-roll 1 attack dice for each other gun this model fires at an enemy model targeted by the gun you picked earlier in the phase.

KUSTOM JOB**OIL DROPPA**

Once per battle, after this model has moved, you can declare that this model will drop an oil slick behind it. If you do so, until the end of the phase, add 3 to drivin' tests made for any models which finish their move within 6" of this model in its rear arc.

KUSTOM JOB**DEAFENIN' DAKKA**

Add 1 to the result of drivin' tests for enemy models within 6" of this model.

KUSTOM JOB**ELECTRO-RAMMA**

Once per battle, when this model rams, you can declare that you will use the Electro-ramma. You can re-roll any of the dice for the other model or obstacle for that ram.

KUSTOM JOB**SMOKIN' EXHAUST**

Your opponent must re-roll 1 successful attack dice for enemy models that are in this model's rear arc.

KUSTOM JOB**EXTRA-GRIPPY TYREZ**

Subtract 1 from the result of drivin' tests for this model.

CRITICAL DAMAGE CARD**DA GUN IS SMASHED!**

This model suffers 1 damage. In addition, place this card next to this model's datacard, and your opponent can select one of this model's gunz. Halve the Range characteristic of that weapon until the end of the battle. Each weapon may only be selected in this way once.

CRITICAL DAMAGE CARD**DA GUN IS SMASHED!**

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CRITICAL DAMAGE CARD**BURNIN'!**

Place this card next to this model's datacard. Add 1 to drivin' tests for this model. In addition, at the start of each round, roll a D8. On a 1-4, the fire goes out - discard this damage card. On a 5-8, draw another damage card for this model.

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KUSTOM JOB**SELF-DESTRUKT BUTTON**

If this vehicle is destroyed, you can re-roll the dice for this model's 'Explodes!' ability if a ⚡ result is not rolled. If this Kustom Job is drawn for a Warbiker, discard it and draw another.

KUSTOM JOB**ROLL KAGE**

If this model rams an obstacle or terrain feature, your opponent must re-roll any ⚡ and ⚡ results rolled for this model.

KUSTOM JOB**POWER STEERIN'**

When this model is picked to move, you can rotate it up to 45° around its centre before rolling the speedin' dice.

KUSTOM JOB**KRUSHIN' WHEELZ**

You can re-roll 1 of the dice rolled for the other model or obstacle when this model is ramming.

KUSTOM JOB**LUCKY SQUIG'S FOOT**

Roll a Speed Freeks dice whenever a damage card would be drawn for this model. On a roll of ⚡, do not draw that damage card. You can only make one roll for each damage card that would be drawn, regardless of how many similar abilities a model has.

KUSTOM JOB**GUARD SQUIG**

Add 1 to the Melee characteristic of this model in the Fightin' phase.

KUSTOM JOB**KRANKIN' HANDLE**

Pick one of this model's gunz. Add 1 to the Shots characteristic for that weapon.

KUSTOM JOB**MORE DAKKA**

Pick one of this model's gunz. You can re-roll 1 attack dice for that weapon in each Shootin' phase.

CRITICAL DAMAGE CARD**MOOSTA'S BROKEN!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Results of ⚡ are treated as results of ★ when rolling speedin' dice for this model until the end of the battle.

CRITICAL DAMAGE CARD**GROTS IN DA MEKANISM**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Your opponent can select 1 kustom job this vehicle has. That kustom job may not be used until the end of the battle. If this model has no kustom jobs, discard this card.

CRITICAL DAMAGE CARD**DA FRONT FELL OFF!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Roll 1 fewer dice (to a minimum of 1) for any models or obstacles rammed by this model until the end of the battle.

CRITICAL DAMAGE CARD**WOT'S DAT KRUNCHIN' NOISE?**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Re-roll ⚡ results when rolling speedin' dice for this model until the end of the battle.

CRITICAL DAMAGE CARD**DA ZOGGIN' TYRE'S BURST!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. Until the end of the battle, roll a speed Freeks dice at the start of each round. On a 🏠, rotate this vehicle 45° to the left around its centre. On a 🌀, rotate this vehicle 45° to the right around its centre. On any other result, nothing happens.

CRITICAL DAMAGE CARD**STEERIN' WHEEL'S COME OFF!**

Place this card next to this model's datacard. Until the end of the battle, if you select more than 1 gubbinz when this model is picked to move, your opponent can place the second and any subsequent gubbinz when creating this model's trail.

CRITICAL DAMAGE CARD**WHERE'S DAT SMOKE COMIN' FROM?**

This model suffers 1 damage. In addition, place this card next to this model's datacard. You can only allocate 1 speedin' dice to this model each round until the end of the battle.

CRITICAL DAMAGE CARD**IT'S ONLY GOIN' LEFT!**

This model suffers 1 damage. In addition, place this card next to this model's datacard. You may not select any straight gubbinz when moving this model until the end of the battle.

CRITICAL DAMAGE CARD**DRIVER WOUNDED**

Place this card next to this model's datacard. You cannot use any snazzy gubbinz and must add 1 to drivin' tests for this model until the end of the battle.

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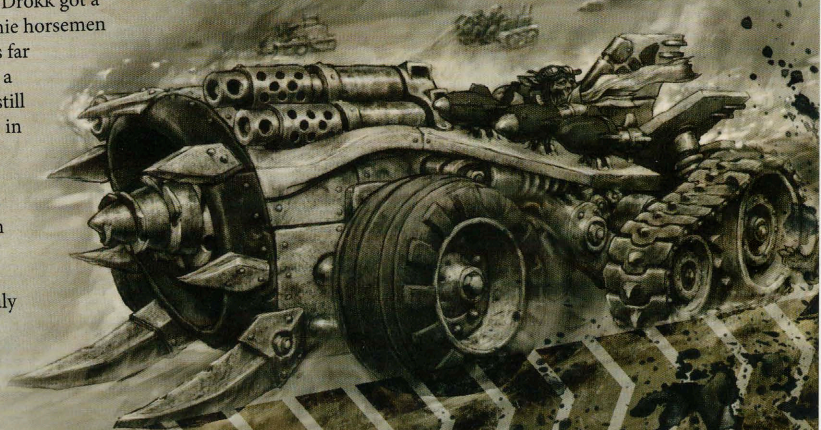
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MEGATRAKK SKRAPJET

The unrepentant show-off known as Drokk da Rokkit was once a flyboy of the Blood Axes – a Speed Freek who got his kicks in the air. He has lately come to relish the screams and booms of earthbound battle, and so has retrofitted his jet to become a Megatrakk Skrapjet. A vehicle that combines raw speed with brutish power, the Skrapjet is as much a bladed drill as it is a wagon, and it is very killy indeed.

Drokk da Rokkit once had a celebrated reputation for flying extra low in his customised Dakkajet, the Shiny Bullit. He liked nothing more than buzzing his earthbound allies and leaving them choking in clouds of dust even as he made strafing runs at the enemy. However, his stellar career as a Flash Git of the skies was cut short at Slender Canyon. Whilst happily gunning down a posse of Attilan Rough Riders as they rode their cyber-stallions into the narrow confines of the gulch, Drokk got a bit carried away, for he wanted to teach a lesson to the humie horsemen that thought to outwit him. He flew into a passage that was far too narrow for his plane, tearing the wings off the Bullit in a spectacular storm of fire. So great was his velocity that he still bore down on the Rough Riders, consuming most of them in a fireball and gunning down the rest.

Hearing the screams of men and whinnies of dying horses relit old fires in Drokk's heart. The lure of open battle soon saw him forsake the skies altogether. Paying part of his fortune to the infamous Big Mek Mogrok, Drokk had the Shiny Bullit rebuilt into the first Megatrakk Skrapjet, a truly impressive racing machine. Boasting a turbine screw drill at the front that can chew an enemy wagon apart, some big shootas, a rokkit cannon, a set of wing-mounted rokkits and even a rear gun cupola for his old Grot gunner pal – da Murda Mite – the Bullit is a shooting, speeding menace. Its legend has just begun.



MEGATRAKK SCRAP JET



ARMOUR



HITS



MELEE



DRIVING SKILL



ABILITIES

Explodes: If this model is destroyed, roll a Speed Freaks dice before removing the model. On a ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

Supercharger: Once per battle, when this model is picked to move, you can declare it will activate its supercharger. When you do so, you can re-roll 1 speedin' dice for this model this round.

Turbine Screw Drill: You can roll 1 additional dice for the other model when this model rams and the collision point is in this model's front arc.

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Rokkit kannon	Front	12"	3	2	Your opponent must re-roll 1 successful defence dice when making defence rolls against this weapon.
Twin big shoota	Front	12"	4	1	-
Rear twin big shoota	Rear	12"	4	1	You can re-roll 1 failed attack roll for this weapon.
Wing missiles	Front	12"	2	2	-



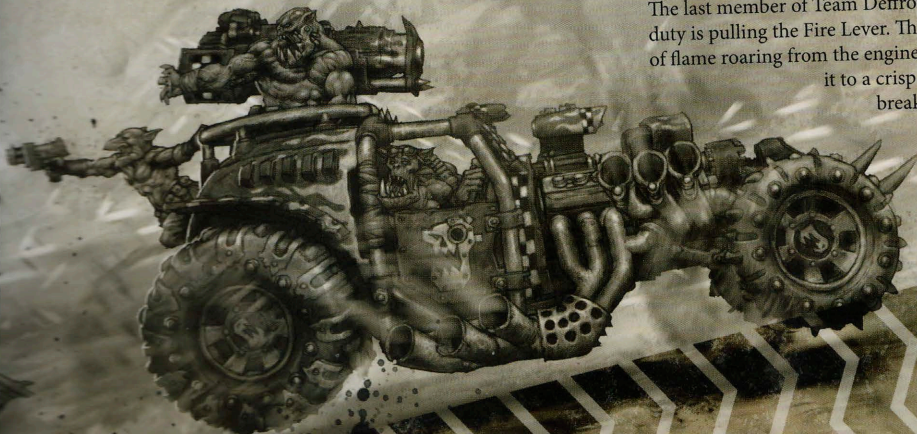
KUSTOM BOOSTA-BLASTA

The infamous Blastamob, the crew of the original Kustom Boosta-blasta, hail from the Ork factory world of Scalex VI – the Speed Freek planet where Wazdakka famously took out an Imperial Titan. Once these Speed Freeks were construction workers, but no longer. Cyborgs all, they have literally become one with their vehicle, Deffrod, and take great relish in firing its industrial-strength guns.

Mek Lockjaw, the driver of Deffrod, has oil running through his veins. He is as much machine as he is greenskin, stitched back together by an old Painboy ally after the Great Gargant Gorkzilla detonated whilst duelling a Warlord Titan. After hurtling through the air at breakneck speed in the ensuing explosion, Lockjaw's latent taste for extreme velocity was pushed into overdrive. Since then he has turned his expertise to racing so fast that he can feel his bones shake.

Not a day goes past without Deffrod being tinkered with, upgraded, or taken apart and rebuilt by its Evil Sunz crew. The wagon's gunner, Legless Bokk, complains every time, for he fears that one day he too will be replaced. Only half the Ork he used to be after the Gorkzilla incident, he is joined at the waist to the rivet cannon he used in his last job. Bokk is never happier than when his cannon is spitting red-hot rivets at his rivals – whether during a race or not.

The last member of Team Deffrod is the Gretchin oiler Nikkit, whose duty is pulling the Fire Lever. This is a contraption which sends sheets of flame roaring from the engine's exhausts, burning those alongside it to a crisp even as the Deffrod screeches past at breakneck speed.



KUSTOM BOOSTA-BLASTA



ARMOUR



HITS



MELEE



DRIVING SKILL



ABILITIES

Riding Shotgun: When this model shoots, it can shoot its grot blasta and stikkbombz in addition to any weapons you allocate shootin' dice to.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

Twin Turbo: Once per battle, when this model is picked to move, you can declare it will activate its twin turbo. When you do so, you can roll 1 additional speedin' dice for this model this round, then discard 1 roll before totalling speedin' points for that vehicle.

Spiked Ram: You can roll 1 additional dice for the other model when this model rams and the collision point is in this model's front arc.

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Rivet kannon	Front, Left, Right, Rear	12"	3	2	Your opponent must re-roll 1 successful defence dice when making defence rolls against this weapon if the target is within 6" of this model.
Left burna exhaust	Left	6"	2	1	Attack rolls of or are successful for this weapon.
Right burna exhaust	Right	6"	2	1	Attack rolls of or are successful for this weapon.
Stikkbombz	Front, Left, Right, Rear	6"	3	1	-
Grot blasta	Rear	6"	1	1	You can re-roll 1 failed attack roll for this weapon.

RUKKATRUKK SQUIGBUGGY

Where there's Orks, there's squigs, and where there are squigs there's a thriving business to be had. After all, the toothy beasts can make for delicious snacks, provided they don't snack on you first. The rugged Snakebites are undisputed masters of squig breeding – and Murk, Boggs and Dugginz, the inventors of the Rukkatrukk Squigbuggy, have carved out a niche in breeding them for high-speed battle.

Though not a natural freek, Murk is a formidable racer with a colourful history. Even the most manic speedster has to eat, reasoned a younger and more idealistic Murk; with that revelation the Squigbuggy was born. Soon Murk's Rukkatrukk was decked out with a squig pen that could provide good meat at pace. Murk's trick was to accelerate alongside his customers and get his mate Dugginz to sell their best squigs across the gap, usually in exchange for a thrown leather bag of teef. With their wagon boosted by those Mekks that appreciated a bite on the move, the Rukkatrukk Boyz found themselves able to not only keep up with their customers, but even to overtake them. On the fateful day that Dugginz lobbed a face-eater squig instead of a flab-squig at the driver of the former front runner Da Speed Machine, the resultant carnage gave Murk another idea – maybe the other drivers could eat his dust instead.

Since then the Rukkatrukk Boyz have clawed their way to the front of the race on several occasions, using squig launchers or simply their brawny arms to send biting, gnashing squigs of all varieties into the driving cabs of rivals. Amongst their favourites are buzzer squigs, famous for going for the eyes with their stings, the ravenous face-eater, and boom squigs that explode dramatically when trodden on in order to warn off predators. The most recent Mek-mods have allowed Murk to chew apart his rivals' wheels with the wagon's extendable buzzkilla blades. It has become common knowledge that to let the Rukkatrukk get close is to invite a chaotic death.



RUKKATRUUK SQUIGBUGGY



ARMOUR



HITS



MELEE



DRIVING SKILL



ABILITIES

Squig Mine: Once per battle, at any point during this model's move, you can place a squig mine marker within 1" of this model in its rear arc, more than 3" from any enemy models.

A squig mine explodes immediately if an enemy model moves within 3" of it for any reason. When a squig mine explodes, roll a Speed Freeks dice: on a ★ nothing happens, on a ⚔ or ♣ draw 1 damage card for the model that triggered it, and on a ⚡, draw 3 damage cards for the model that triggered it. The squig mine marker is then removed from the battlefield and the enemy model can then complete its movement.

Riding Shotgun: When this model shoots, it can shoot its shotgun and stikksquig in addition to any weapons you allocate shootin' dice to.

Saw Blades: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in this model's left or right arc.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

Nitro: Once per battle, when this model is picked to move, you can declare it will activate its nitro. When you do so, you can re-roll 1 speedin' dice for this model this round.

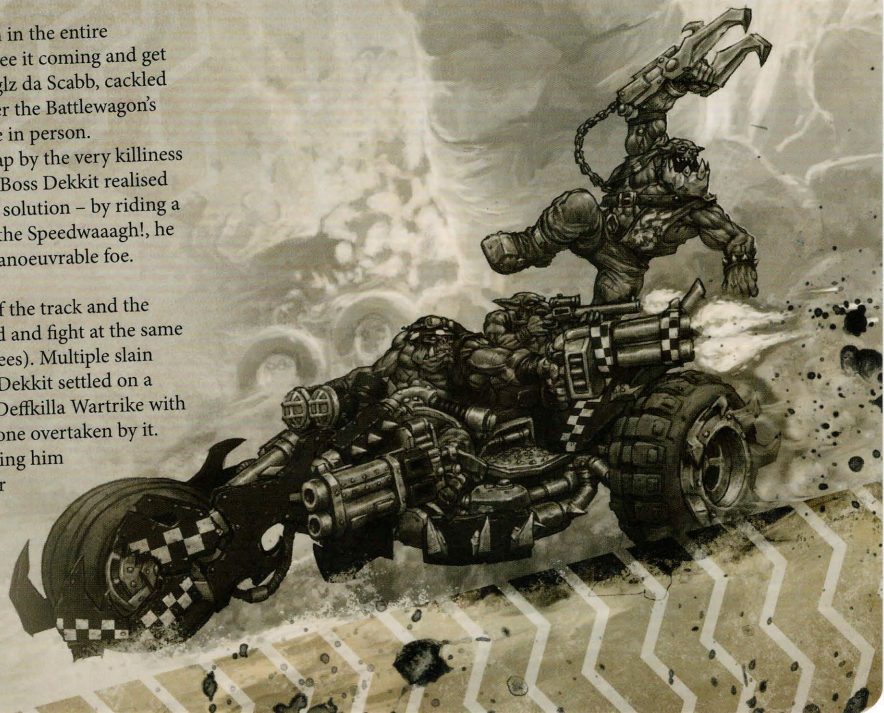
GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Heavy squig launcha	When attacking with this weapon, choose one of the profiles below				
- Bitey squigs	Front	12"	2	3	You can re-roll 1 failed attack roll for this weapon.
- Boom squigs	Front	12"	4	2	You can re-roll 1 failed attack roll for this weapon.
- Bile squigs	Front	12"	6	1	You can re-roll 1 failed attack roll for this weapon.
Squig launcha	When attacking with this weapon, choose one of the profiles below				
- Bitey squig	Front, Left, Right, Rear	12"	1	3	-
- Boom squig	Front, Left, Right, Rear	12"	2	2	-
- Bile squig	Front, Left, Right, Rear	12"	3	1	-
Shotgun	Rear	8"	2	1	-
Stikksquig	Front, Right	6"	3	1	-

DEFFKILLA WARTRIKE

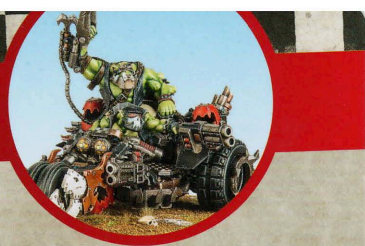
In every Ork mob, the biggest of the lot is a thug that beats the rest into line, and the Speed Freeks are no exception. Boss Dekkit is a true bruiser who loves nothing more than literally fighting his way to the front. After all, if every other Speed Freek in the race is no more than mangled wreckage, how can he possibly lose?

Boss Dekkit used to have the biggest, killiest wagon in the entire Speedwaaagh!. It was so big, in fact, it was easy to see it coming and get the zog out of the way. Though Dekkit's driver, Goglz da Scabb, cackled madly with glee every time he crushed a rival under the Battlewagon's spiked wheels, the boss' tastes ran towards violence in person. Unfortunately he found himself denied a good scrap by the very killiness of his own wagon. In a flash of Morky inspiration, Boss Dekkit realised that he should be going for a faster and far nipper solution – by riding a bike at breakneck pace and jinking to the front of the Speedwaaagh!, he would be able to get his claws on even the most manoeuvrable foe.

For a time, Dekkit was a one-Ork army, scourge of the track and the open road. But even he could not race at top speed and fight at the same time (despite several attempts to steer with his knees). Multiple slain enemies, mangled bikes and painful bruises later Dekkit settled on a better solution – da Big Ripa, a scythe-wheeled Deffkilla Wartrike with a jet engine afterburner that could incinerate anyone overtaken by it. After hunting down his old mate Goglz and bullying him into driving the Ripa, Dekkit found a way to tear his fellow speedsters to pieces. The addition of a chain-fed boarding harpoon has helped Boss Dekkit ensure that there is no escape from his high-speed beatings.



DEFFKILLA WARTRIKE



ARMOUR



HITS



MELEE



DRIVING SKILL



ABILITIES

Explodes: If this model is destroyed, roll a Speed Freaks dice before removing the model. On a ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

Riding Shotgun: When this model shoots, it can shoot its crew's twin boomstikk in addition to any weapons you allocate shootin' dice to.

Rokkit Engine: Once per battle, when this model is picked to move, you can declare it will fire its rokkit engine. When you do so, you can re-roll any of the speedin' dice for this model this round. For each ★ result after any re-rolls have been made, draw a damage card for this model.

Wheel Scythes: You can re-roll 1 dice for the other model if the collision point of a ram is in this model's side arc.

Snagga Klaw: In the Fightin' phase, draw a damage card for the target if any attack rolls of ⚡ are rolled for this model, before rolling any defence dice for the target.

Fuel Mixa Grot: Once per battle, after this model has moved, you can declare that this model will drop an oil slick behind it. If you do so, until the end of the phase, add 3 to drivin' tests made for any models which finish their move within 6" of this model in its rear arc.

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Wartrike's two twin boomstikks	Front	12"	4	1	If the target is within half range, you can re-roll 1 failed attack roll for this weapon.
Crew's twin boomstikk	Front, Left	12"	2	1	If the target is within half range, you can re-roll 1 failed attack roll for this weapon.
Killa jet	Rear	8"	2	2	If the target is within half range of this weapon, it has a Damage characteristic of 4 instead.
Snagga klaw (shooting)	Front, Left, Right, Rear	8"	2	2	-

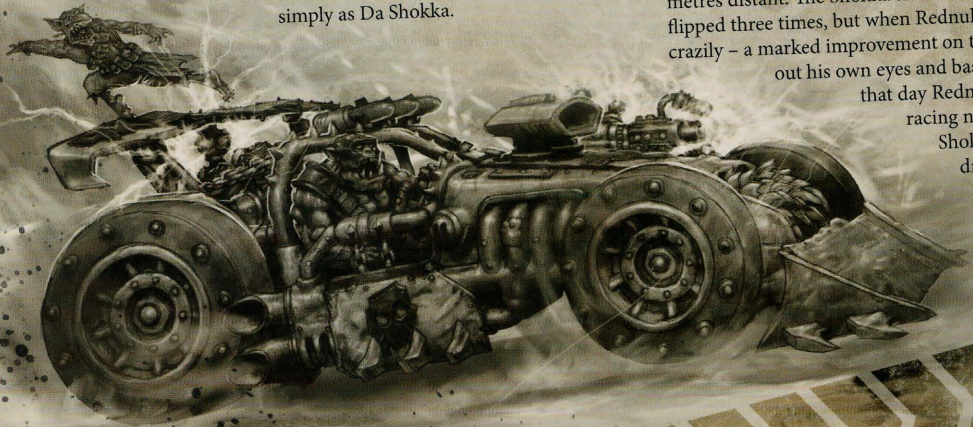
SHOKKJUMP DRAGSTA

Boss Shokk is a maniac with a mission. Inspired by a vision of Wazdakka Gutsmek, he was the first to field test the infamous Shokkjump Dragsta and survive its warp jump with his sanity intact – mostly. Since that day he has made countless such translocations, sometimes to win a race, sometimes purely to show off. Either way, his ability to teleport right to the front of the race has become legendary.

The Shokkjump Dragsta is a marvel of Orky technology. It is based around a lunatic contraption called a Shokk Attack Gun – a weapon used to send maddened snotlings through a temporary tunnel in the warp to rematerialise inside the target's flesh. After the Mad Mek Gungubbinz accidentally fired himself through his own Shokk Attack Gun's tunnel, he reckoned there was no reason why the spinning warp engine should not be used in the name of cheating at the races. Sixteen vehicle-wrecking, 'Ork-mangling experiments later, and the Mad Mek had created the Shokkjump Dragsta known simply as Da Shokka.

A Bad Moons Speed Freek named Rednukl was next out of the local mob to test it, rubbing his hands despite the long streaks of blood and viscera he saw all around the Mad Mek's workshop as he went in. The Shokka was started up, with Rednukl leaping inside even as Gungubbinz bailed out the other side. Hanging on for grim life, Rednukl engaged the shokk drive at the vehicle's rear – and, in a blaze of green light, disappeared.

Less than a second later Rednukl appeared in a flash, several hundred metres distant. The Shokka skidded, bounced off a rusted Stompa and flipped three times, but when Rednukl clambered out, he was laughing crazily – a marked improvement on the last test pilot, who had plucked out his own eyes and bashed his head open on a rock. Since that day Rednukl has risen to fame under the racing name of Boss Shokk, leader of da Shokkaboyz. His ambition is to use his dragsta's uncanny abilities to chase down and overtake Wazdakka Gutsmek himself – and he's just crazy enough to pull it off.



SHOKKJUMP DRAGSTA



ARMOUR



HITS



MELEE



DRIVING SKILL



ABILITIES

Axle Saws: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in this model's front arc.

Shokk Jump Supercharger: If you roll 2 or more ⚡ results on the speedin' dice when this model is picked to move, instead of moving normally, you can pick a point on the battlefield within 12" of this model and set up this model with the centre of its base on this point, facing in any direction.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Kustom shokk rifle	Front	12"	2	2	Your opponent must roll 1 fewer defence dice when making defence rolls against this weapon. If you score two or more ⚡ results when making an attack with this weapon, draw a damage card for the target before any defence dice are rolled.
Rokkit launcha	Front	12"	2	2	You can re-roll 1 failed attack roll for this weapon.

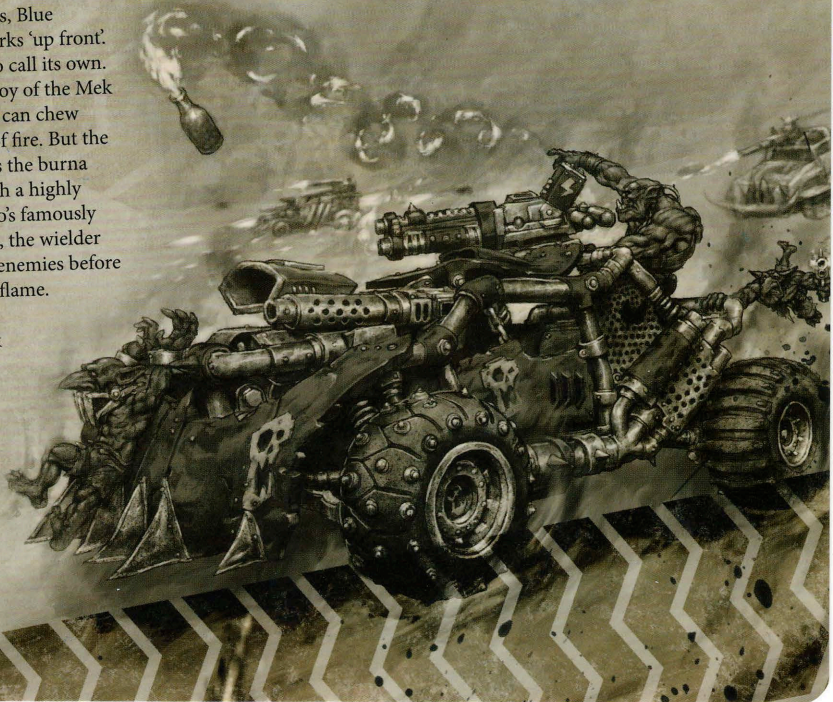


BOOMDAKKA SNAZZWAGON

Most contenders in the Great Race get to the front of the Speedwaaagh! through ferocity, skill or kunnin' meksmanship. The Pyro-Mekaniaks of the Deathskulls clan made it to the big leagues through sheer insanity – and a willingness to set their enemies (and sometimes themselves) on fire whenever they come within throwing distance of a burna bottle.

The Boomdakka Snazzwagon used by the Pyro-Mekaniaks, Blue Inferno, is the most ramshackle of all those used by the Orks 'up front'. It is built on a looted chassis with but a single main gun to call its own. Admittedly that gun is pretty impressive – the pride and joy of the Mek known as Big Pyro, it spits bullets at a terrifying rate, and can chew through the side of a Battlewagon through sheer weight of fire. But the weapon for which the Pyro-Mekaniaks are so infamous is the burna bottle. This vile device is a fungus-beer cylinder filled with a highly volatile concoction of promethium, gasoline and Big Pyro's famously inedible napalm squig curry. When the oilcloth fuse is lit, the wielder has a few precious seconds to lob the deadly thing at his enemies before it explodes in a storm of razor-sharp glass and billowing flame.

The super-flammable liquid inside a burna bottle is thick and sticky, burning fiercely even at high velocity. A wagon hit by one of these things will find liquid flame spreading across it; should it reach the fuel line or oil tank, that wagon might detonate spectacularly. Roaring through the flames of that explosive demise come the Pyro-Mekaniaks, cackling with delight even as the fires sear their tough green skin. To the Pyro-Mekaniaks, this burning pain is the kiss of sweet success – they find the sensation of scalding heat so gratifying each has flame patterns carved into his skin in memory of previous burn-kills.



BOOMDAKKA SNAZZWAGON



ARMOUR



HITS



MELEE



DRIVING SKILL



ABILITIES

Riding Shotgun: When this model shoots, it can shoot its grot blasta and burna bottles in addition to any weapons you allocate shootin' dice to.

Explodes: If this model is destroyed, roll a Speed Frenks dice before removing the model. On a ⚡ it explodes. Draw a damage card for each model within 3" before removing this model.

Supercharger: Once per battle, when this model is picked to move, you can declare it will activate its supercharger. When you do so, you can re-roll 1 speedin' dice for this model this round.

Reinforced Ram: You can re-roll 1 dice for the other model when this model rams and the collision point is in this model's front arc.

Watch Dis! If this model has a Burnin'! damage card, subtract 1 from its drivin' tests (instead of adding 1).

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Mek speshul	Front, Left, Right	12"	6	1	If you score three or more ⚡ results when making an attack with this weapon, you can immediately shoot with it again.
Big shoota	Front	12"	2	1	You can re-roll 1 failed attack roll for this weapon.
Grot blasta	Front, Left	6"	1	1	You can re-roll 1 failed attack roll for this weapon.
Burna bottles	Front, Left, Right, Rear	6"	3	1	If a Burnin'! damage card is drawn as a result of an attack made with this weapon, immediately draw an additional damage card for the affected model.

WARBIKER

Ork Warbikers are the archetypal Speed Freeks, risking life and limb every day in the name of going faster than everyone else, and the mobs of Vigilus are the fastest of the lot. They ride heavy, two-wheeled cycles with massive dakkaguns on either side of their chassis. That way, if they can't win the race fair and square, they can always gun down the Orks in front and wheelie past their mangled corpses to victory.

There is a strange quirk in the Ork psyche that leads to a preoccupation with extreme speed. Should a greenskin hurtle along at a sufficiently breakneck pace he will find himself grinning like a loon, his lips drawn back to reveal a dagger-toothed smile that would give a bloodshark a nasty fright. When he gets back to the Ork camp he may well walk around in a daze, making 'vroom' noises and grinning absently as he relives those high-speed thrills. The combination of such raw velocity – when mingled with the thunder of lots of dakka and the heart-pounding thrill of battle – can see an Ork turn from a foot soldier into a Speed Freek before he knows it. He will punch out enough handfuls of teeth (whether from his own gob or someone else's) to buy a rugged warbike from the local Mek, perhaps even joining a crew of like-minded nutcases that follow in the wake of their more well-established Speed Freek idols. A few modifications later, he will be racing once more with the wind in his hair-squig and the bodies of tiny insects stuck between his teeth.

The Warbiker mobs that follow the speedsters of Vigilus do so not out of admiration, but because they know that the fighting will always be the best up at the front of the race. A Warbiker that manages to close with – and perhaps even smash to bits – an infamous wagon or a celebrated rider will soon find himself catapulted to the fore of Speed Freeks society. A challenger who bites off more than he can chew may find himself catapulted into a sand dune or pile of scrap instead, limbs still twitching with adrenalin as he slowly bleeds his last – but to the Speed Freeks, that's a price well worth paying.



WARBIKER



WARBIKER

ARMOUR



HITS



MELEE



DRIVING SKILL



BOSS NOB

ARMOUR



HITS



MELEE



DRIVING SKILL



OPTIONS

Boss Nob: One Warbiker in your Speedmob can be a Boss Nob. A Boss Nob uses the Boss Nob profile shown left, and can be armed with either a big choppa or a power klaw.

ABILITIES

Big Choppa: In the Fightin' phase, you can re-roll 1 attack dice for a Boss Nob armed with a big choppa if the target of the attack is in this model's left, right or rear arc.

Power Klaw: In the Fightin' phase, draw a damage card for the target if any attack rolls of ⚡ are rolled for a Boss Nob armed with a power klaw, before rolling any defence dice for the target.

Turbo Button: Once per battle, when this model is picked to move, you can declare that the rider will press the big red turbo button. When you do so, you can re-roll 1 speedin' dice for this model this round.

GUN	FIRE ARCS	RANGE	SHOTS	DAMAGE	ABILITIES
Dakkaguns	Front	12"	4	1	-