

# ORK TRUKK KONVOY

POINTS: 50 + MODELS

In any large-scale Ork invasion there will always be a hard core of speed-obsessed nutcases determined to get to the front line first. Even when they are not at war the Orks love violent, white-knuckle rides, and will take any excuse to zoom around their encampments in souped-up vehicles. The race to the battlefield, known to many as Da Deff-race, is an experience of near-religious ecstasy surpassed only by the high-speed killing that ensues. To be recognised as 'Da Winna' is an extremely high accolade, especially if the driver in question manages to survive the battle.

Though he would never admit it, each Ork driver has his favoured opponents in this lethal race – those of his peer group who he constantly tries to outdo with more and more outlandish modifications to his beloved machine.

Trukk drivers also try to stick close to one another, the better to see who actually wins the race (though this is usually subject to rather a lot of 'discussion' after the battle is won). As a result it is common to see all the Trukks of a Speed Freek warband careen into battle together in a great flotilla of ramshackle vehicles, 'accidentally' swinging their wreckin' balls at each other, attacking from boarding planks and trying to ram each other off the road. The raucous camaraderie and sheer mayhem of the Deff-race can actually work to the Speed Freeks' advantage, however, for the enemies of the Orks find it almost impossible to draw a bead on the skidding, careening vehicles as they shove and jostle for pole position.

TRUKK  
COMMAND VEHICLE



Da Roadstas

Other Trukk-mounted  
units of the Flaming  
Wheels tribe:

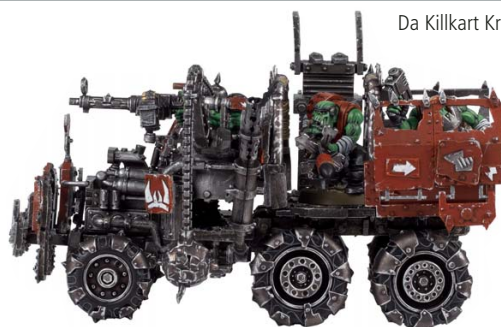
Da Meen Machine Ladz  
Da Red Deff Boyz  
Da Speedstas  
Krug's Blitz Boyz  
Da Burnin' Rubber Boyz

TRUKK



Funda's Bolts

TRUKK



Da Killkart Krew

## FORMATION:

3+ Ork Trukks. One Trukk must be designated as the Command Vehicle.

## SPECIAL RULES

**Strike Force:** All units in a Trukk Konvoy must be deployed within 6" of the Command Vehicle or must enter play within 6" of the point entered by the Command Vehicle.

**Roadsters:** The Ork Trukk Konvoy benefits from a Strategic Redeployment stratagem. If the Trukks travel only on roads in any given turn their maximum move is 48" instead of 24".

**Oops, da wheels slipped:** Once per turn, instead of shooting, any Trukk in the Konvoy can inflict a S6 hit on another Trukk in base contact in order to immediately move

an extra +2D6" forward. This represents the Ork krew ramming into a rival Trukk before making good their escape!

"Oi! Stop runnin' away, yer snivellin' humies, we got a race on here!"

– Skabgutz, Ork Trukk Boy