

M	T	Sv	W	LD	OC
-	10	3+	12	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota <small>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2</small>	36"	3	5+	5	0	1
► Gaze of Gork - Glare <small>BLAST 1</small>	24"	3	5+	5	0	1
► Gaze of Gork - Squint	18"	1	5+	12	-3	3

ABILITIES

- Fortification

While an enemy unit is engaged with only FORTIFICATION units:
 - That enemy unit can be selected as a target of ranged attacks.
 - When shooting that enemy unit, those ranged attacks have -1 to hit rolls (excluding [CLOSE-QUARTERS attacks]).
 - When that enemy unit is selected to make a fall-back move, if that enemy unit if only engaged with FORTIFICATION units, and that enemy unit is not battle-shocked, hazard rolls made for that enemy unit are automatically passed.
- Ramshackle Cover

When an attack targets a unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.
- Raucous Occupants

While this model is within range of your home objective, add the OC of models embarked within this model to this model's OC.

TRANSPORT

- Big'ed Bossbunka

This model has a transport capacity of 11 ORKS INFANTRY models. It cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.

FACTION RULES

- Waaagh!

Friendly ORKS with this ability can:
 - Re-roll advance rolls.
 - Become riled up, as stated in other rules.While a unit is riled up:
 - That unit has 5+ InSv.
 - That unit's ranged attacks have [ASSAULT].
 - When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.



AUFSTELLUNG

- 1x Big'ed Bossbunka (Hull)
- Equipped with: Big Shoota, ► Gaze of Gork - Glare, ► Gaze of Gork - Squint



KEYWORDS: Fortification, Vehicle, Transport, Big'ed Bossbunka, Frame

FACTION KEYWORDS: Orks

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CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.