LIFTA WAGON [LEGENDS]

135 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Lifta-droppa ANTI-VEHICLE 3+	36"	4	5+	6	-3	D6+1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 1	Melee	6	3+	8	-2	2
Grabbin' Klaw EXTRA ATTACKS	Melee	2	3+	10	-2	2
Wreckin' ball CLEAVE 2, EXTRA ATTACKS	Melee	1	3+	10	0	D6

ABILITIES

Da Bigger Dey Are, Da Better Dey Drop
In your Shooting phase, when this unit's Lifta-droppa destroys an enemy MONSTER/VEHICLE model with Deadly Demise, that enemy model suffers a Deadly Demise on a roll of 3+, instead of a 6.

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 Lifta Wagon [Legends]

Equipped with: Big Shoota, Lifta-droppa, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Crushin' Bulk, Grabbin' Klaw, Wreckin' ball

Wargear Options:

- This model can be equipped with one of: 2 Big Shootas, 2 Rokkit Launchas, 1 Big Shoota and 1 Rokkit Launcha.

KEYWORDS: Vehicle, Lifta Wagon, Frame, Wagon
FACTION KEYWORDS: Orks

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CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deadly Demise D6
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.

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