

M	T	Sv	W	LD	OC
10"	13	3+	30	7+	12

AUFSTELLUNG
1x Gargantuan Squiggoth (Hull)
Equipped with: Supa-kannon, ► Kannon - frag, ► Kannon - shell, Huge tusks

KEYWORDS: Monster, Titanic, Towering, Transport, Gargantuan Squiggoth, Frame
FACTION KEYWORDS: Orks

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Supa-kannon BLAST 1	60"	8	5+	12	-2	3
► Kannon - frag BLAST 1, RAPID FIRE 6	36"	6	5+	5	0	1
► Kannon - shell RAPID FIRE 2	36"	2	5+	10	-2	D6+1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huge tusks CLEAVE 2	Melee	6	3+	14	-3	12

ABILITIES

Walking Bastion
This unit's attacks can ignore modifiers to:

- BS/WS
- Hit rolls

TRANSPORT

Gargantuan Squiggoth
This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR, JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 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.

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).

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Deadly Demise 2D6
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.

Super-Heavy Walker
Each time a unit with this ability makes a normal, advance or fall-back move:
- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.
Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).