GUNWAGON - ORKS

150 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	7+	5

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Gunwagon (Use model)

Equipped with: Big Shoota, Killkannon, Lobba, Zzap Gun, ➤ Kannon - Frag, ➤ Kannon - Shell, Crushin' Bulk, Grabbin' Klaw, Wreckin' Ball

Wargear Options:
- This model can be equipped with up to 4x Big Shoota.
- This model can be equipped with 1x Grabbin' Klaw.
- This model can be equipped with 1x Wreckin' Ball.
- This model can replace its Kannon with Killkannon or Zzap Gun.

KEYWORDS: Vehicle, Transport, Frame, Wagon, Gunwagon

FACTION KEYWORDS: Orks

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
Killkannon ANTI-INFANTRY 3+, BLAST 1, RAPID FIRE 4	24"	4	4+	6	-3	2
Lobba BLAST 3, INDIRECT FIRE	48"	3	4+	5	0	1
Zzap Gun ANTI-MONSTER/VEHICLE 4+, DEVASTATING WOUNDS: MONSTER/VEHICLE, RAPID FIRE 2, SUSTAINED HITS 2	36"	2	4+	8	-2	4
➤ Kannon - Frag BLAST 3, RAPID FIRE 4	36"	4	4+	5	0	1
➤ Kannon - Shell RAPID FIRE 2	36"	2	4+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 2	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

Mobile Arsenal
In your Shooting phase, this unit's ranged attacks can re-roll hit rolls of 1.

TRANSPORT

Gunwagon
This model has a transport capacity of 12 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.

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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

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.