

GUNWAGON

Deadly Demise D6 Waaagh!

M10"

T12

SV3+

W16

LD7+

OC5

RW6+

150 PTS

Base Use model



1KOMMANDO

—

2BEWEGUNG

—

3 BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Killkannon

ANTI-INFANTRY 3+

BLAST 1

RAPID FIRE 4

R	A	BS	S	AP	D
24"	4	4+	6	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Lobba

BLAST 3

INDIRECT FIRE

R	A	BS	S	AP	D
48"	3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Zzap Gun

ANTI-MONSTER/VEHICLE 4+

DEVASTATING WOUNDS: MONSTER/VEHICLE

RAPID FIRE 2

SUSTAINED HITS 2

R	A	BS	S	AP	D
36"	2	4+	8	-2	4

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Kannon - Frag

BLAST 3

RAPID FIRE 4

R	A	BS	S	AP	D
36"	4	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Kannon - Shell

RAPID FIRE 2

R	A	BS	S	AP	D
36"	2	4+	10	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Mobile Arsenal

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

4ANGRIFF

—

5 NAHKAMPF

Crushin' Bulk

CLEAVE 2

R	A	WS	S	AP	D
Melee	6	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Grabbin' Klaw

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	3+	10	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Wreckin' Ball

CLEAVE 2

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	10	0	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W12 · RW 3+ · 6++ · 16 LP je Modell
WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
RETTUNGSWURF JE DS DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 6++

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Gunwagon

Ausrüstung: Big Shoota, Killkannon, Lobba, Zzap Gun, ► Kannon - Frag, ► Kannon - Shell, Crushin' Bulk, Grabbin' Klaw, Wreckin' Ball

- 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.

Transport

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.

KEYWORDS Vehicle, Transport, Frame, Wagon, Gunwagon · FRAKTION ORKS