

BIG TRAKK [LEGENDS]

M	T	SV	W	LD	OC	
12"	9	4+	12	7+	3	6+

AUFSTELLUNG

1x Big Trakk [Legends]

Equipped with: Big Shoota, ► Kannon - Frag, ► Kannon - Shell, ► Supa-kannon - Frag, ► Supa-kannon - Shell, Armoured hull

Wargear Options:

- This model can be equipped with one of: Supa-kannon, Kannon.

⚔ 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
► Kannon - Frag BLAST 1	36"	3	5+	5	0	1
► Kannon - Shell	36"	1	5+	9	-2	D3+3
► Supa-kannon - Frag BLAST 2	36"	D6+3	5+	5	0	1
► Supa-kannon - Shell	36"	1	5+	12	-3	D6+3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3, Firing Deck 12, Waaagh!

Spiked Ram

When this unit ends a charge move, you can select one enemy unit engaged with this unit. If you do, roll one D6:

- On a 2-5, that enemy unit suffers D3 mortal wounds.
- On a 6, that enemy unit suffers 3 mortal wounds.

Big Trakk (Transport)

Capacity: This model has a transport capacity of 12 Orks Infantry models. It cannot transport Ghazghkull Thraka models. Each Mega Armour, Jump Pack model takes up the space of 2 models.

