

BIG'ED BOSSBUNKA

M	T	SV	W	LD	OC
-	10	3+	12	7+	0

AUFSTELLUNG

1x Big'ed Bossbunka (Hull)

Equipped with: Big Shoota, ► Gaze of Gork - Glare, ► Gaze of Gork - Squint

⊕ 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
► Gaze of Gork - Glare BLAST 1	24"	3	5+	5	0	1
► Gaze of Gork - Squint	18"	1	5+	12	-3	3

ABILITIES

RULES - Deadly Demise D3, Firing Deck 11, Waaagh!

Fortification

While an enemy unit is engaged with only FORTIFICATION units:

- That enemy unit can be selected as a target of ranged attacks.
- When shooting that enemy unit, those ranged attacks have -1 to hit rolls (excluding [CLOSE-QUARTERS attacks]).
- When that enemy unit is selected to make a fall-back move, if that enemy unit is only engaged with FORTIFICATION units, and that enemy unit is not battle-shocked, hazard rolls made for that enemy unit are automatically passed.

Ramshackle Cover

When an attack targets a unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.



Raucous Occupants

While this model is within range of your home objective, add the OC of models embarked within this model to this model's OC.

Big'ed Bossbunka (Transport)

Capacity: This model has a transport capacity of 11 ORKS INFANTRY models. It cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.

