GORKANAUT

M	T	SV	W	LD	OC	
9"	12	2+	20	7+	8	6+

AUFSTELLUNG

1x Gorkanaut (170x109mm Oval Base)

Equipped with: Dual Big Shoota, Skorcha, ➤ Deffstorm Mega-shoota - Aimed, ➤ Deffstorm Mega-shoota - Point Blank, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Klaw of Gork

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	5+	5	0	1
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Deffstorm Mega-shoota - Aimed LETHAL HITS: NON-MONSTER/VEHICLE	36"	20	5+	6	-1	1
➤ Deffstorm Mega-shoota - Point Blank TORRENT	12"	3D6	-	6	-1	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

RULES - Deadly Demise D6, Super-Heavy Walker, Waaagh!

Big an' Stompy
This unit's melee attacks can re-roll hit rolls of 1.

Gut Hatch
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

Gorkanaut (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.

KEYWORDS: Vehicle, Titanic, Towering, Walker, Transport, Gorkanaut

Klaw of Gork CLEAVE 3	Melee	6	3+	18	-3	6