

GUNWAGON

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

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.

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

ABILITIES

RULES - Deadly Demise D6, Waaagh!

Mobile Arsenal

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

Gunwagon (Transport)

Capacity: 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.



► 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

