

ORKS

BATTLEWAGON

160 PTS



M	T	SV	W	LD	OC	
10"	11	3+	16	7+	5	6+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota	36"	3	5+	5	0	1
LETHAL HITS: NON-MONSTER/VEHICLE						
RAPID FIRE 2						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk	Melee	6	3+	8	-2	2
CLEAVE 1						
Grabbin' Klaw	Melee	2	3+	10	-2	2
EXTRA ATTACKS						
Wreckin' Ball	Melee	1	3+	10	0	D6
CLEAVE 2						
EXTRA ATTACKS						

AUFSTELLUNG

1x Battlewagon (Hull)

Equipped with: Big Shoota, Crushin' Bulk, Grabbin' Klaw, Wreckin' Ball

Wargear Options:

- This model can be equipped with 1x Grabbin' Klaw.
- This model can be equipped with 1x Wreckin' Ball.
- This model can be equipped with up to 4x Big Shoota.

ABILITIES

Mobile Fortress

Ranged attacks that target this unit have -1 D.

Battlewagon (Transport)

Capacity: This model has a transport capacity of 22 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.



CORE RULES

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 11**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

◆ **Waaagh!**

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

