ORKS

BIG TRAKK [LEGENDS]

90 PTS

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

6+

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

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.

ABILITIES

Spiked Ram
When this unit ends a charge move, you can select one enemy unit engagedwith 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.

CORE RULES

◈ Deadly Demise D3

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 12

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.