

ORKS

GUNWAGON

150 PTS



M

10"

T

12

SV

3+

W

16

LD

7+

OC

5

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
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
► 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

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.

ABILITIES

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.



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").

◆ **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.