

ORKS

LIFTA WAGON

[LEGENDS]

135 PTS



M

10"

T

10

SV

3+

W

16

LD

7+

OC

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						
Lifta-droppa	36"	4	5+	6	-3	D6+1
ANTI-VEHICLE 3+						
► Rokkit Launcha - Blasta	24"	2	5+	4	0	1
BLAST 2						
► Rokkit Launcha - Busta	24"	2	5+	10	-2	3

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 Lifta Wagon [Legends]

Equipped with: Big Shoota, Lifta-droppa, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Crushin' Bulk, Grabbin' Klaw, Wreckin' ball

Wargear Options:

■ This model can be equipped with one of: 2 Big Shootas, 2 Rokkit Launchas, 1 Big Shoota and 1 Rokkit Launcha.

ABILITIES

Da Bigger Dey Are, Da Better Dey Drop

In your Shooting phase, when this unit's Lifta-droppa destroys an enemy MONSTER/VEHICLE model with Deadly Demise, that enemy model suffers a Deadly Demise on a roll of 3+, instead of a 6.



CORE RULES

◆ **Cleave**

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ **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.