

BIG GUNZ [LEGENDS]

M	T	Sv	W	LD	OC
3"	4	5+	3	8+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1-2x Big Gunz w/ Kannon
oder Big Gunz w/ Lobba oder
Big Gunz w/ Zzap gun

Equipped with: Lobba, Zzap
gun, ► Kannon - frag, ►
Kannon - shell, Close combat
weapons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lobba BLAST HEAVY INDIRECT FIRE	48"	D6	6+	5	0	1
Zzap gun DEVASTATING WOUNDS HEAVY	36"	1	6+	2D6	-3	3
► Kannon - frag BLAST HEAVY	36"	D6	6+	5	0	1
► Kannon - shell HEAVY	36"	1	6+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	3+	4	0	1

ABILITIES

- Big Gunz**
Designer's Note: *Place two Grot Crew tokens next to each Big Gun model when this unit is first set up, removing one each time its Big Gun model loses a wound (a Big Gun model itself is considered to represent its final wound).*
- Splat!**
Each time a model in this unit makes a ranged attack that targets a unit containing 10 or more models, re-roll a Hit roll of 1.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



KEYWORDS: Vehicle,
Artillery, Big Gunz, Grots
FACTION KEYWORDS:
Orks

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Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

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