

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Battlewagon (Hull)

Equipped with: Big shoota, Killkannon, Lobba, Zzap gun, ➤ Kannon - frag, ➤ Kannon - shell, Deff rolla, Grabbin' klaw, Tracks and wheels, Wreckin' ball

Wargear Options:

- This model can be equipped with 1x Lobba.
- This model can be equipped with 1x Wreckin' ball.
- This model can be equipped with 1x Grabbin' klaw.
- This model can be equipped with up to 4x Big shoota.
- This model can be equipped with one of: Killkannon, Zzap gun, Kannon.
- This model can replace its Tracks and wheels with Deff rolla.

KEYWORDS: Vehicle, Transport, Battlewagon, Frame

FACTION KEYWORDS: Orks

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Killkannon	24"	D6+1	5+	9	-2	2
Lobba BLAST, INDIRECT FIRE	48"	D6	5+	5	0	1
Zzap gun ANTI-VEHICLE 4+	36"	1	5+	D6+6	-3	5
➤ Kannon - frag BLAST	36"	D6+3	5+	6	0	1
➤ Kannon - shell	36"	1	5+	10	-2	D6

🗡 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2
Grabbin' klaw EXTRA ATTACKS	Melee	2	3+	8	-2	2
Tracks and wheels	Melee	6	4+	8	0	1
Wreckin' ball EXTRA ATTACKS	Melee	1	4+	10	0	D6

ABILITIES

- Damaged: 1-5 Wounds Remaining**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Ramshackle but Rugged**

Each time an attack is allocated to this model, worsen the Armour Penetration characteristic of that attack by 1.
- 'Ard Case**

Add 2 to the bearer's Toughness characteristic, but it no longer has the Firing Deck ability.

WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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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).

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRANSPORT

Battlewagon
This model has a transport capacity of 22 ORKS INFANTRY models. If this model is equipped with a killkannon, it has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. The GHAZGHKULL THRAKA model takes up the space of 4 models.