

BIG GUNZ [LEGENDS] - ORKS

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

INVULNERABLE
SAVE

6+

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

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

🎯 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.*

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).