

M	T	Sv	W	LD	OC
12"	9	4+	12	7+	3

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Big Trakk [Legends]

Equipped with: Big shoota, ➤ Kannon - frag, ➤ Kannon - shell, ➤ Supa-kannon - frag, ➤ Supa-kannon - shell, Armoured hull

Wargear Options:

■ This model can be equipped with one of: Kannon, Supa-kannon.

KEYWORDS: Vehicle, Transport, Big Trakk

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
➤ Kannon - frag BLAST	36"	D6	5+	5	0	1
➤ Kannon - shell	36"	1	5+	9	-2	D6
➤ Supa-kannon - frag BLAST	36"	D6+3	5+	5	0	1
➤ Supa-kannon - shell	36"	1	5+	9	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spiked Ram

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

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).

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 D3

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.

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Firing Deck 12
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:
1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

Big Trakk
This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.
This model cannot transport GHAZGHKULL THRAKA models.