

BATTLEWAGON

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

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

ABILITIES

RULES - Deadly Demise D6

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.



► 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

'Ard Case

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

Battlewagon (Transport)

Capacity: 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.



WEAPON RULES

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+.

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).