

BIG TRAKK [LEGENDS]

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

⦿ 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

RULES - Deadly Demise D3, Firing Deck 12

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.

Big Trakk (Transport)

Capacity: 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 THRACA models.



WEAPON RULES

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).*