

BIG'ED BOSSBUNKA

M	T	SV	W	LD	OC
-	10	3+	12	7+	0

AUFSTELLUNG

1x Big'ed Bossbunka (Hull)

Equipped with: Big shoota, ► Gaze of Gork - glare, ► Gaze of Gork - squint

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
► Gaze of Gork - glare BLAST, SUSTAINED HITS D3	24"	D6	5+	5	0	1
► Gaze of Gork - squint SUSTAINED HITS D3	18"	1	5+	12	-4	3

ABILITIES

RULES - Deadly Demise D3, Firing Deck 11

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ramshackle Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Shoutin' Pole (Aura)

While a friendly ORKS unit is within 6" of this FORTIFICATION, improve the Leadership characteristic of models in that unit by 1.



Big'ed Bossbunka (Transport)

Capacity: This model has a transport capacity of 11 ORKS INFANTRY models (excluding GHAZGHKULL THRAKA). Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 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).*

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).