

KANNONWAGON [LEGENDS]

M	T	SV	W	LD	OC	
12"	10	4+	16	7+	4	

AUFSTELLUNG

1x Kannonwagon [Legends]

Equipped with: Big shoota, ► Supa-kannon - frag, ► Supa-kannon - shell, Spiked ram

Wargear Options:

- This model can be equipped with up to 3x Big shoota.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
► 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
Spiked ram	Melee	3	4+	8	0	1

ABILITIES

RULES - Deadly Demise D6, Firing Deck 6

Big Booms

In your Shooting phase, just after selecting a target for this model's supa-kannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave this phase suffers D3 mortal wounds.

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.

Kannonwagon (Transport)

Capacity: This model has a transport capacity of 6 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).*