

BIG GUNZ [LEGENDS]



M

3"

T

4

SV

5+

W

3

LD

8+

OC

1

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lobba BLAST HEAVY INDIRECT FIRE	48"	D6	6+	5	0	1
Zzap gun DEVASTATING WOUNDS HEAVY	36"	1	6+	2D6	-3	3
► Kannon - frag BLAST HEAVY	36"	D6	6+	5	0	1
► Kannon - shell HEAVY	36"	1	6+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	3+	4	0	1

AUFSTELLUNG

1-2x Big Gunz w/ Kannon oder Big Gunz w/ Lobba oder Big Gunz w/ Zzap gun
Equipped with: Lobba, Zzap gun, ► Kannon - frag, ► Kannon - shell, Close combat weapons

ABILITIES

Big Gunz
Designer's Note: *Place two Grot Crew tokens next to each Big Gun model when this unit is first set up, removing one each time its Big Gun model loses a wound (a Big Gun model itself is considered to represent its final wound).*

Splat!
Each time a model in this unit makes a ranged attack that targets a unit containing 10 or more models, re-roll a Hit roll of 1.

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).*

DEVASTATING WOUNDS
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

