

ORKS

LIFTA WAGON

[LEGENDS]

135 PTS



M

10"

T

10

SV

3+

W

16

LD

7+

OC

5

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Lifta-droppa ANTI-VEHICLE 3+	36"	4	5+	6	-3	D6+1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3

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

AUFSTELLUNG

1x Lifta Wagon [Legends]

Equipped with: Big shoota, Lifta-droppa, Rokkit launcha, Deff rolla, Grabbin' klaw, Tracks and wheels, Wreckin' ball

Wargear Options:

- This model can be equipped with 1x Grabbin' klaw.
- This model can be equipped with 1x Wreckin' ball.
- This model can replace its Tracks and wheels with Deff rolla.
- This model can be equipped with one of: 1 Big shoota, 2 Big shootas, 1 Rokkit launcha, 2 Rokkit launchas, 1 Big shoota and 1 rokkit launcha.

ABILITIES

Da Bigger Dey Are, da Better Dey Drop

Each time an attack made with this model's lifta-droppa destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

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.



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.

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).

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").