



# LOOTED WAGON



*A looted wagon is a catch-all term for the metal behemoths resurrected from wrecked enemy vehicles by inventive Mekboyz or built in captured Imperial factories. Orks are experts at stealing and adapting such vehicles for their own use and, once a battle is over, Ork salvage teams will get on with the real work of 'repairing' the wrecks of enemy tanks. The majority of the vehicles recovered in this way will likely see the battlefield again, this time with various Orky 'kustomisations', leaving them temperamental as hell and likely a good deal less efficient than in their previous incarnation.*



|              | [ Armour ] |    |    |    |    |
|--------------|------------|----|----|----|----|
|              | BS         | F  | S  | R  | HP |
| Looted Wagon | 2          | 11 | 11 | 10 | 3  |

**UNIT TYPE:** Vehicle (Tank, Open-topped, Transport)

**UNIT COMPOSITION:** 1 Looted Wagon

### SPECIAL RULES:

**Don't Press Dat:** Roll 1D6 for each Looted Wagon at the start of their Shooting phase. On a roll of 1, the Looted Wagon must move Flat Out, even if it performed a Tank Shock earlier in the turn.

### TRANSPORT

**Transport Capacity:** Twelve models.

**Fire Points:** If a Looted Wagon has the 'ard case upgrade it has three fire points, one on either side of the hull and one at the rear.

**Access Points:** If a Looted Wagon has the 'ard case upgrade it has one access point at the rear.

### OPTIONS:

- May take one of the following:
  - Killkannon 30 pts
- May take up to three of the following:
  - Big shoota...5 pts each
  - Rokkit launcha...5 pts each
  - Skorch...5 pts each
- May take any of the following:
  - Deff rolla...10 pts
  - 'Ard case...15 pts
  - Grabbin' klaw...5 pts
- May take items from the Orks Vehicle Equipment list.