

## Ork Big Trakk

**Points:** 50 points

Orks love their trukks, but when it comes to fighting in the rough terrain of a shattered hive city or the sinkholes of an ash waste, most trukks just won't cut it long without getting bogged down or shaking themselves to bits, and something heavier is needed to get the boyz around. For some meks without the parts and watzits to build lots of fully-fledged Battlewagons, the answer is to build Big Trakks. These are basically up-armoured truk chassis or battlefield scavenged rigs fitted out with bigger, (and importantly) louder engines and heavy gauge tank treads able to cope with the roughest terrain. What they lack in speed over Trukks, Big Trakks make up for in raw power, not to mention the fact they make excellent gun carriers as well; able to mount the larger Big Gunz such as the Big-Zappa or the Killkannon. Some meks even go as far as to mount huge bore 'Supa-Kannon' on Big Trakks, much to the Orks' amusement as the Big Trakk rears up like an enraged tusker from the recoil every time it's fired.

			Armour	
	BS	Front	Side	Rear
Big Trakk	2	12	11	10

**Unit:** 1 Big Trakk

**Type:** Vehicle (Tank, Open Topped)

**Transport:** The Big Trakk has a transport capacity of 12 Orks and may only carry infantry (mega-armoured models count as two models each.)

**Fire/Access Points:** If given an 'Ard case the Big Trakk has two fire points on each side and a rear access door.

**Weapons:** One twin-linked Big Shoota

### Options:

The Big Trakk may have the following upgrades;

- The Big Trakk may upgrade its twin-linked Big Shootas to twin-linked Rokkit Launchas for +10 points or twin-linked Scorchas for +15 points
- Up to two additional Big Shootas for +5 points each
- A Boarding Plank for +5 points
- An 'Ard Case for +10 points
- Stikkbomb Chukkas for +5 points
- Armour Plates for +5 points
- Red Paint Job for +5 points
- Grot Riggers for +5 Points
- The Big Trakk may also have one of the following; Reinforced Ram, Deff Rolla, Wrekin' Ball or Grabbin' Klaw for +10 points

**Big Gunz:** The Big Trakk may also be adapted to carry a single Big Gun from the following list, but if it does so its transport capacity is reduced to 6 models.

- Kannon +10 points
- Lobba +10 points
- Zzap Gun +15 points
- Supa-Skorcha +20 points
- Big Lobba for +35 points
- Flakk Gun for +50 points

- Killkannon +60 points
- Big-Zappa +65 points

Alternately the Big Trakk may be fitted with a Supa-Kannon for +80 points, but if it does so it loses its transport capacity entirely!

### Special Rules

**Rumbler:** The Big Trakk's heavy treads enable it to rumble over most adverse terrain with ease, —all the better for the boyz on board to get to grips with any sneaks trying to hide from a good kicking! The Big Trakk may re-roll difficult and dangerous terrain tests as long as it is moving at Combat Speed.

*A squadron of 1-3 Big Trakks may be chosen as a single Heavy Support Choice for an Ork Army.*

### Battlewagons with Supa-Kannon

Ork Battlewagons chosen as Heavy Support (see page 102 of the Ork Codex) can also be armed with Supa-Kannon for +80 points each. However such is the size of these weapons that a Battlewagon armed with a Supa-Kannon cannot also have another Big Gun or Killkannon and loses its transport capacity entirely.

### New Ork Weapons

Weapon	Range	STR	AP	Special
<b>Big-Lobba</b> Blast, Barrage	12-48"	6	4	Ordnance 1, 5"
<b>Big-Zzappa</b>	36"	2d6*	2	Heavy D3
<b>Supa-Scorcha</b>	Template	6	4	Assault 1
<b>Flakk-Gunz</b> Mount	48"	7	4	Assault 4, AA
<b>Supa-Kannon</b> Blast, Barrage	36-120"	9	3	Ordnance 1, 5"

*\*Roll 2d6 for the Strength of each shot fired, if a result of '11-12' is rolled that shot is lost.*

