

# SUPASHOKKA DAKKAWAGON

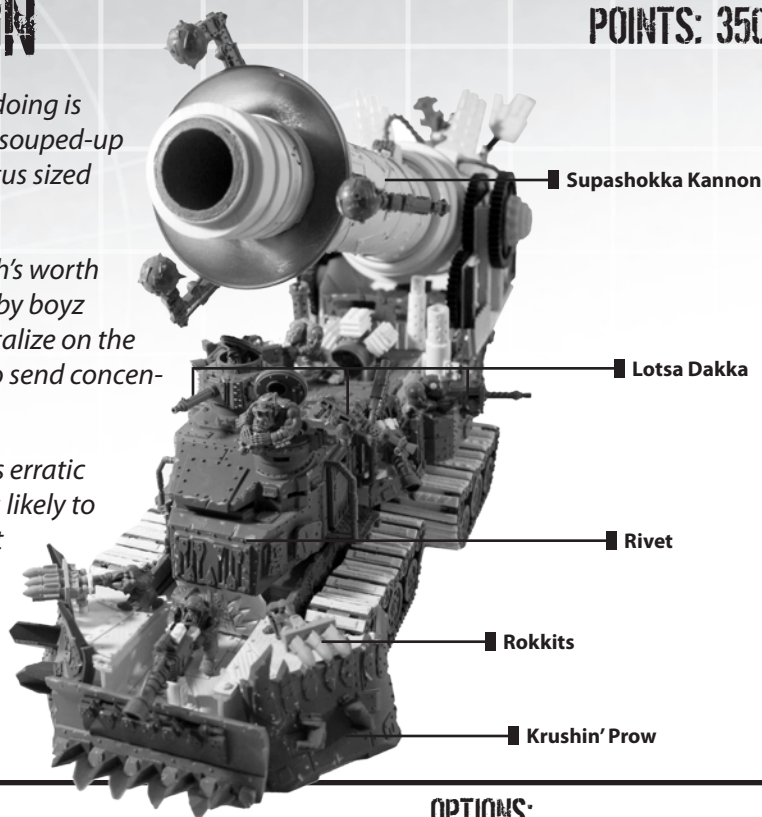
POINTS: 350

A testament to the Orky philosophy that anything worth doing is worth doing to excess, the SupaShokka Dakkawagon is a souped-up Battlewagon brimming with dakka and toting an Ordinatus sized variant of the Shokk Attack Gun.

The first Supashokka ever created juiced an entire Waaagh's worth of grots after just three shots. Subsequent variants fueled by boyz and squigs were likewise inefficient. Current variants capitalize on the Waaagh, harnessing power from the Orks around them to send concentrated balls of Waaagh to decimate anything in range.

However, when Supashokkas fire, the results can be just as erratic as the energy being harvested. Pulling the trigger is just as likely to result in a catastrophic explosion of the Dakkawagon as it to send two shots careening down the battlefield.

For those enemies that get too close to be targeted by the Kannon, the wagon carries up to nine smaller guns, just as capable of krumpin' the enemy.



**UNIT:** 1 Supashokka Dakkawagon

**TYPE:** Super-heavy tank, open-topped

**STRUCTURE POINTS:** 3

**WEAPONS AND EQUIPMENT:**

- Supashokka Kannon
- Six weapons from the following list:
  - big shoota
  - rokkit launcha

**TRANSPORT:** A Supashokka Dakkawagon may carry up to 31 models. It may only carry infantry.

BS	Armor		
	Front	Side	Rear
2	14	12	10

**OPTIONS:**

- May add up to three from the following:
  - kannon +10 points
  - lobba +15 points
  - zzap gun +15 points
- May add the following from *Codex: Orks* at the Battlewagon upgrade cost: armour plates, deff rolla, grot riggers, red paint job, reinforced ram, stikkbomb chukka

WEAPON	RANGE	STR	AP	SPECIAL
Supashokka Kannon	24-120"	2d6	1	Ord 10" blast, primary weapon, pinning

## SPECIAL RULES

**Supashokka Kannon:** Much like the SAG it's patterned after, the Supashokka Kannon is a bit unpredictable. When the supashokka kannon fires, roll two D6 to determine the strength of the shot. If a double or 11 is rolled, use the chart below:

2D6	RESULT
1,1	<b>Kaboom!</b> No shot is fired. The Supashokka cannon goes critical. Resolve as if the vehicle suffered an Apocalyptic Explosion! result on the Catastrophic Damage table.
2,2	<b>Oops:</b> The opponent chooses a new target within range of the gun. Roll for scatter as normal.
3,3	<b>Gah:</b> Resolve this volley as a direct hit on the nearest unit to the intended target, friend or foe.
4,4	<b>Splloosh:</b> The 5" blast template is used instead. Hits are Str 8, AP3

2D6	RESULT
5,5	<b>Zoink:</b> No shot is fired. The closest non-super heavy unit to the Supashokka is transported into base contact with the target (this includes transported units). Tank shock as necessary.
5,6	<b>Bzzap!</b> A powerful shot is launched across the battlefield directly on target. This hit is Str D and resolved as a direct hit, regardless of scatter die.
6,6	<b>Raaargh!</b> A maelstrom of Waaagh energy flows through the kannon sending two shots at the enemy. The first is resolved as a direct hit, Str D. The second resolves as normal at Str 12, AP1.