

UNIT OR FORMATION NAME: Deff Stompa

POINTS: 1,000

DESCRIPTION:

Unit: 1 Stompa

Type: Super Heavy Walker

Ws	Bs	S	Armour			I	A
			front	side	rear		
4	2	10	14	14	14	1	6

Structure Points: 4

Power Fields: 2

Weapons and Equipment:

- Two Deff Kannons
- Two Supa-Gatlers
- Belly Gun
- Deff Arsenal
- 5 Supa Rokkits
- Gaze of Gork

Special Rules

Keep Firing! The Krew of the Stompa decide to remain firing rather than to keep moving forward. During the movement phase if the Stompa does not move. It may shoot an additional D3 Supa Rokkits. This may only be done once per game.

It Jammed! Quite often the krew of a Stompa will launch so many things that the guns will often jam and they have to go fix it. At the beginning of the Ork players turn (starting on turn two) roll a D6. On a role of 1, re roll the D6 and consult the following table:
 1 The Belly Gun jams and may not fire this turn
 2-3 Both Deff Kannons jam and may not fire this turn
 4-5 One Deff Kannon jams and may not fire this turn
 6 Grotz frantically make repairs, all weapons may shoot this turn

Deadly Cargo! The stompa is filled with so much ammunition and so many rokkits and bomms, that an explosion would be catastrophic. If the Stompa is destroyed and +2 to the roll on the Catastrophic Damage Table.

Weapon	Range	Strength	Ap	Special
Belly Gun*	72	7	3	Blast Radius 3D6" From the epicenter Primary Weapon
Deff Kannon	72	10	1	Ordnance 1, 7" Blast
Supa-Gatler**	48	7	3	Heavy 2 D6 Psycho-Dakka-Blasta
Deff Arsenal***	120	9		Heavy 3D6
Gaze of Gork****	60	2d6	2	Heavy 3
Supa Rokkit*****	Unlimited	8	3	Heavy 1, one shot

*The Belly Gun may only be fired every other turn. And the Stomp is allowed no transportation as the Gun takes up to much room. To fire the Belly Gun you must nominate a target and place a marker. This must be a viable target and in the case of a vehicle, the exact aiming spot must be marked. Then roll a scatter dice using 3D6 instead of the normal 2D6.

**Rules follow as on pg. 130 of the Apocalypse rule book.

***In addition to the Deff Arsenals array of shots. D3 Supa Rokkits may be fired. These may be at separate Targets.

****Rules follow as on pg. 131 of the Apocalypse rule book.

*****These missiles are grot guided and always hit on a 2+