

# DIGGA STOMPA

**POINTS: 250**

The Digga Stompa is the smallest member of the Stompa/Gargant family. At some point, a Mek, will tire of his Deff Dreds and Killa Kanz and move on to larger projects. The Digga Stompa is usually the first project made by these ingenuitive Meks, as they "learn the trade" or just have to make due with limited resources.

Organized into Stompa Mobs, and thrown at enemy lines, Digga Stompas are considered a weedy, but always appreciated shock assault platform.

The Digga Stompa is a tough machine. While not equal to their larger cousins, they can be quite dangerous in mobs of 2-3. They are equipped with medium armour, but no Power Fields as these are scavenged or looted my more affluent Big Meks for use on the larger Ork machines.

They have been spotted in a variety of configurations, ranging from pure fire support platforms, to raging assault vehicles. Imperial officers consider the Digga Stompa to be a crude yet equitable threat to a Space Marine Land Raider.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	11	10	1	1

**UNIT:** 1 Digga Stompa

**TYPE:** Super-heavy walker

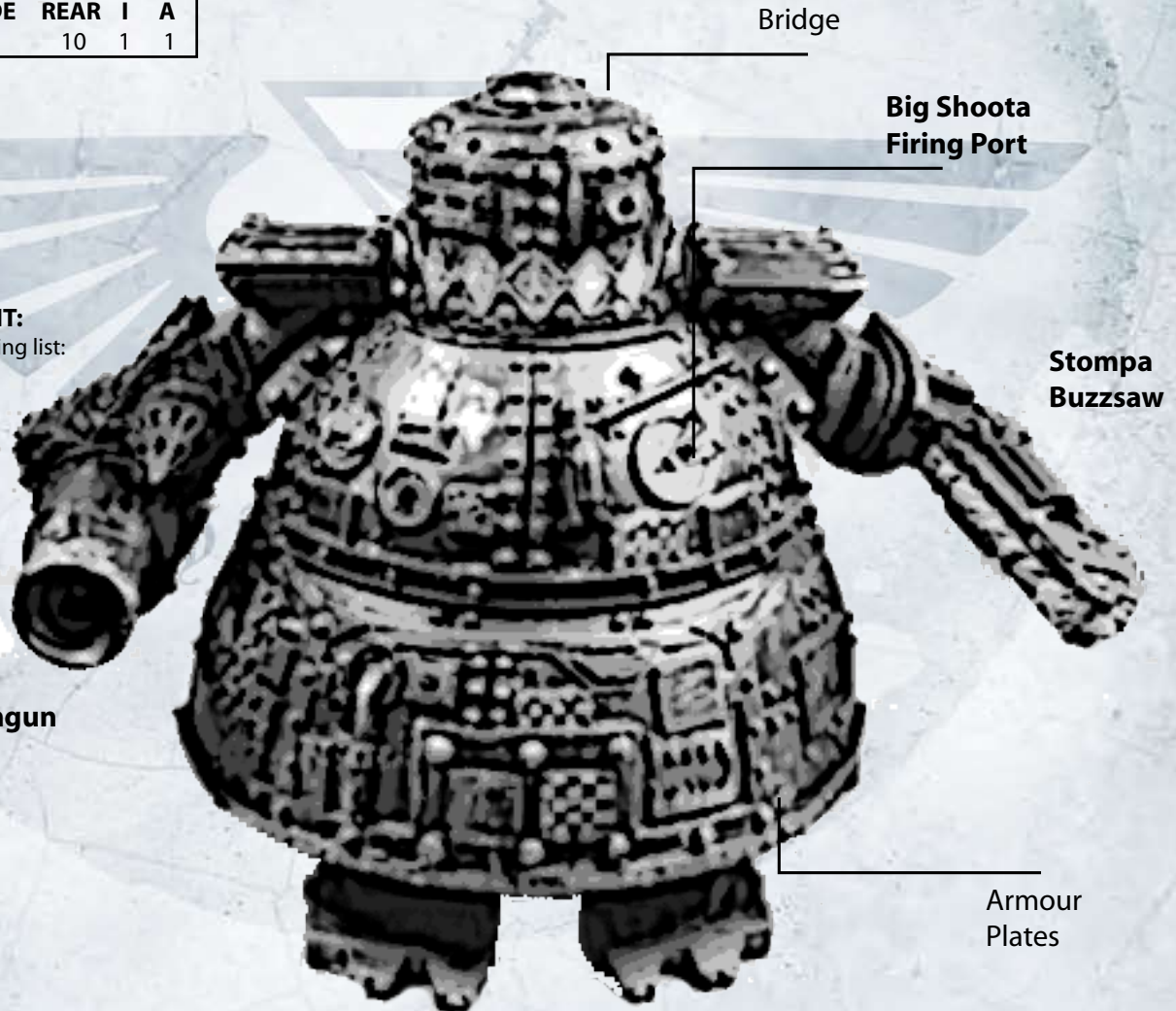
**STRUCTURE POINTS:** 2

## WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Boomgun;
- Mega Slugga;
- Stompa Buzzsaw

1 hull mounted Big Shoota



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
<b>Boomgun</b>	36"	8	3	Ordnance 1, 5" Blast
<b>Mega Slugga</b>	48"	6	4	Heavy 3d6,
<b>Stompa Buzzsaw</b>	n/a	n/a	n/a	+3 A (A:4)
<b>Big Shoota</b>	36"	5	5	Heavy 3

## SPECIAL RULES:

- Supacharga:** Digga Stompas are large enough to mount large powerplants, yet light enough to move quickly compared to their larger Stompa and Gargant cousins. In the shooting phase the Stompa may choose to either:
  - Fire all available weapons as normal.
  - Fire no weapons at all and move an extra d6" (as per the Fleet of Foot rule).