MEGANOBZ

70–210 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Kombi-weapon - Kill Shot	24"	1	5+	10	-2	3
➤ Kombi-weapon - Point Blank BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Kombi-weapon - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kustom Shoota - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
➤ Kustom Shoota - Point Blank CLOSE-QUARTERS, TORRENT	6"	D3+3	-	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	10	-2	3
Power Klaw	Melee	3	3+	10	-2	2
Twin Killsaw TWIN-LINKED	Melee	3	4+	10	-2	3

ABILITIES

Arrogant Invulnerability
Attacks that target this unit have -1 AP.

Krumpin' Time
In the Fight phase, if this unit is riled up, this unit has +1 to hit rolls.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.

- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.

- That unit's ranged attacks have [ASSAULT].

- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

2-6x Meganob w/ Kustom Shoota and Power Klaw oder Meganob w/ Kombi-weapon and Power Klaw oder Meganob w/ Kombi-weapon and Killsaw oder Meganob w/ Kustom Shoota and Killsaw oder Meganob w/ Twin Killsaw (40mm)

Equipped with: ➤ Kombi-weapon - Kill Shot, ➤ Kombi-weapon - Point Blank, ➤ Kombi-weapon - Shoota, ➤ Kustom Shoota - Aimed, ➤ Kustom Shoota - Point Blank, Killsaw, Power Klaw, Twin Killsaw

Wargear Options:

- This model's Kustom Shoota can be replaced with 1x Kombi-weapon.
- This model's Kustom Shoota and Power Klaw can be replaced with 1x Kombi-weapon and Killsaw.

KEYWORDS: Infantry, Meganobz, Mega Armour, Explosives
FACTION KEYWORDS: Orks