MORKANAUT

345 PTS

M	T	Sv	W	LD	OC
9"	12	2+	20	7+	8

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	4+	5	0	1
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Kustom Mega-zappa BLAST 1, HAZARDOUS	36"	3	4+	12	-2	4
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	4+	5	0	1
➤ Rokkit Launcha - Busta	24"	2	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaw of Mork CLEAVE 2	Melee	5	3+	18	-3	6

ABILITIES

Big an' Shooty
In your Shooting phase, this unit's ranged attacks can re-roll hit rolls of 1.

Gut Hatch
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

TRANSPORT

Morkanaut
This model has a transport capacity of 12 ORKS INFANTRY models. In cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.

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

1x Morkanaut (170x109mm Oval Base)

Equipped with: 2x Dual Big Shoota, Kustom Mega-blasta, Kustom Mega-zappa, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Klaw of Mork

KEYWORDS: Vehicle, Titanic, Towering, Transport, Walker, Morkanaut
FACTION KEYWORDS: Orks

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CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

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FACTION KEYWORDS: Orks