

GROT MEGA-TANK

[LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
8"	9	3+	12	8+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-	36"	6	4+	5	0	1
Dual Grotzooka BLAST 1, IGNORES COVER, TWIN-LINKED	18"	D3+3	4+	6	-1	1
Dual Kustom Mega-blasta HAZARDOUS, TWIN-LINKED	24"	3	4+	9	-2	3
Dual Skorcha BLAST 1, TORRENT, TWIN-LINKED	12"	3	-	5	0	1
Mega-tank Weapons RAPID FIRE 10	18"	10	4+	5	0	1
► Dual Rokkit Launcha - Blasta BLAST 2, TWIN-LINKED	24"	2	5+	4	0	1
► Dual Rokkit Launcha - Busta TWIN-LINKED	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	4	0	1

ABILITIES

Bizarrely Resilient
Attacks that target this unit have -1 AP.

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 Grot Mega-Tank
[Legends]

Equipped with: Dual Big Shoota, Dual Grotzooka, Dual Kustom Mega-blasta, Dual Skorcha, Mega-tank Weapons, ► Dual Rokkit Launcha - Blasta, ► Dual Rokkit Launcha - Busta, Armoured Hull

Wargear Options:
■ This model must be equipped with 2 of: Dual Big Shoota, Dual Grotzooka, Dual Kustom Mega-blasta, Dual Rokkit Launcha, Dual Skorcha.



KEYWORDS: Vehicle, Grot
Mega-Tank, Grots, Frame
FACTION KEYWORDS:
Orks

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CORE RULES

Deadly Demise D3

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 Intercissors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercissors 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.

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