

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, ► Power Klaw, Twin



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