

M	T	Sv	W	LD	OC
10"	6	3+	5	8+	2

AUFSTELLUNG
4-8x Grot Tank w/ Grot tank shoota oder Grot Tank w/ Grotzooka oder Grot Tank w/ Kustom mega-blasta oder Grot Tank w/ Rokkit launcha oder Grot Tank w/ Skorcha
2x Grot Tank w/ additional weapon
Equipped with: Grot Tank Shoota, Grotzooka, Kustom Mega-blasta, Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Ramshackle Hull
Wargear Options:
■ Each Grot Tank w/ additional weapon must be equipped with 2 of: Skorcha, Grot Tank Shoota, Rokkit Launcha, Kustom Mega-blasta, Grotzooka.

KEYWORDS: Vehicle, Grot Tanks, Grots, Frame
FACTION KEYWORDS: Orks

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot Tank Shoota DEVASTATING WOUNDS, RAPID FIRE 2	36"	3	4+	5	0	1
Grotzooka BLAST 1, IGNORES COVER	18"	D3+3	4+	6	-1	1
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	4+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	4+	10	-2	3

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ramshackle Hull	Melee	3	5+	6	0	1

ABILITIES

Scatter! (Once per phase, per unit)
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to 6".

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.

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CORE RULES

Deadly Demise 1
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.