ORKS

MEKBOY WORKSHOP [LEGENDS]

Deadly Demise 1 **Waaagh!**

M	T	SV	W	LD	OC
-	9	4+	10	7+	0

80 PTS

Base —

1 KOMMANDO

Fortification

While an enemy unit is engaged with only FORTIFICATION units:

- That enemy unit can be selected as a target of ranged attacks.
- When shooting that enemy unit, those ranged attacks have -1 to hit rolls (excluding [CLOSE-QUARTERS] attacks).
- When that enemy unit is selected to make a fall-back move, if that enemy unit is only engaged with FORTIFICATION units, and that enemy unit is not battle-shocked, hazard rolls made for that enemy unit are automatically passed.

2 BEWEGUNG

Workshop

When this unit is set up, all parts of it must be set up in a single group, in which each part is within 1" of another part.

At the end of the Movement phase, each friendly ORKS VEHICLE within 6" of this unit heals D3 wounds. Each friendly ORKS VEHICLE unit can only be affected by this ability once per turn.

3 BESCHUSS

—

4 ANGRIFF

—

5 NAHKAMPF

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◆ VERTEIDIGUNG

Ramshackle Cover

When an attack targets a unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W9 · RW 4+ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	**5+**	**6+**	**–**	**–**

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Mekboy Workshop [Legends]

KEYWORDS Fortification, Vehicle, Mekboy Workshop · **FRAKTION** Orks