

MORKANAUT

Deadly Demise D6 Super-Heavy Walker Waaagh!

M9"

T12

SV2+

W20

LD7+

OC8

RW5+

345 PTS

Base 170x109mm Oval Base



1KOMMANDO

2BEWEGUNG

Gut Hatch

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

3BESCHUSS

2x Dual Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 4

R	A	BS	S	AP	D
36"	6	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Kustom Mega-blasta

HAZARDOUS

R	A	BS	S	AP	D
24"	3	4+	9	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Kustom Mega-zappa

BLAST 1

HAZARDOUS

R	A	BS	S	AP	D
36"	3	4+	12	-2	4

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

► Rokkit Launcha - Blasta

BLAST 2

R	A	BS	S	AP	D
24"	2	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Rokkit Launcha - Busta

R	A	BS	S	AP	D
24"	2	4+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Big an' Shooty

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

4ANGRIFF

5NAHKAMPF

Klaw of Mork

CLEAVE 2

R	A	WS	S	AP	D
Melee	5	3+	18	-3	6

VERWUNDET

2+	3+	4+	5+	6+
T1-9	T10-17	T18	T19-35	T36+

GEGEN DIESE EINHEIT

W12 · RW 2+ · 5++ · 20 LP je Modell

WIRD VERWUNDET MIT

2+ S24+	3+ S13-23	4+ S12	5+ S7-11	6+ S1-6
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 5++
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REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.
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 exclud...
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Morkanaut

Ausrüstung: 2x Dual Big Shoota, Kustom Mega-blasta, Kustom Mega-zappa, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Klaw of Mork

Transport

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.