

MEGANOBZ

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1

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, Killsaw, Power Klaw, Twin Killsaw

Wargear Options:

- This model's Kustom Shoota can be replaced with 1x Kombi-weapon.
- This model's Kustom Shoota and Power Klaw can be replaced with 1x Kombi-weapon and 1x Killsaw.
- This model's Power Klaw can be replaced with 1x Killsaw.

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

ABILITIES

RULES - Waaagh!

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.



► 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

