

MEK GUNZ

M	T	SV	W	LD	OC	
5"	6	4+	6	8+	2	6+

AUFSTELLUNG

1-3x Mek Gun w/ Smasha Gun oder Mek Gun w/ Bubblechukka oder Mek Gun w/ Kustom Mega-kannon oder Mek Gun w/ Traktor Kannon (Hull)

Equipped with: Bubblechukka, Kustom Mega-kannon, Smasha Gun, Traktor Kannon, Scavenged Shivs

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bubblechukka BLAST 3, LETHAL HITS	48"	8	4+	3	-3	1
Kustom Mega-kannon BLAST 1, HAZARDOUS	36"	D3+1	4+	12	-2	4
Smasha Gun BLAST 1	48"	4	4+	7	-3	3
Traktor Kannon ANTI-FLY 2+	48"	2	4+	6	-2	D3+3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scavenged Shivs	Melee	5	5+	2	0	1

ABILITIES

RULES - Waaagh!



Madcap Artillery

In your Shooting phase, when this unit has shot, if all ranged weapons equipped by each Mek Gunz model in this unit are the same, select one enemy unit hit by those attacks. That enemy unit has the ability below that matches that weapon's name until the start of your next turn:

- Bubblechukka: This unit is wobbled. While a wobbled unit is attacking, its targets have the benefit of cover against those attacks.
- Kustom Mega-kannon: This unit is zapped. While a unit is zapped, that unit has -1 Ld.
- Smash Gun: This unit is smashed. While a unit is smashed, that unit has -2" M.
- Tractor Kannon: This unit is grounded. While a unit is grounded, it cannot take to the skies.

Place five Grot Crew tokens next to each Mek Gun model, removing one each time its Mek Gun model loses a wound (a Mek Gun model itself is considered to represent its final wound).