

ORKS

GROT MEGA-TANK

[LEGENDS]

110 PTS



M	T	SV	W	LD	OC
8"	9	3+	12	8+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota	36"	6	4+	5	0	1
LETHAL HITS: NON-						
Dual Grotzooka	18"	D3+3	4+	6	-1	1
BLAST 1						
IGNORES COVER						
TWIN-LINKED						
Dual Kustom Mega-blasta	24"	3	4+	9	-2	3
HAZARDOUS						
TWIN-LINKED						
Dual Skorcha	12"	3	-	5	0	1
BLAST 1						
TORRENT						
TWIN-LINKED						
Mega-tank Weapons	18"	10	4+	5	0	1
RAPID FIRE 10						
► Dual Rokkit Launcha - Blasta	24"	2	5+	4	0	1
BLAST 2						
TWIN-LINKED						
► Dual Rokkit Launcha - Busta	24"	2	5+	10	-2	3
TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	4	0	1

AUFSTELLUNG

1x Grot Mega-Tank [Legends]

Equipped with: Dual Big Shoota, Dual Grotzooka, Dual Kustom Mega-blasta, Dual Skorcha, Mega-tank Weapons, ► Dual Rokkit Launcha - Blasta, ► Dual Rokkit Launcha - Busta, Armoured Hull

Wargear Options:

- This model must be equipped with 2 of: Dual Big Shoota, Dual Grotzooka, Dual Kustom Mega-blasta, Dual Rokkit Launcha, Dual Skorcha.

ABILITIES

Bizarrely Resilient

Attacks that target this unit have -1 AP.



CORE RULES

◆ **Deadly Demise D3**

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").

◆ **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.