

ORKS

GROT TANKS

[LEGENDS]

155–310 PTS



M	T	SV	W	LD	OC
10"	6	3+	5	8+	2

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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot Tank Shoota DEVASTATING WOUNDS RAPID FIRE 2	36"	3	4+	5	0	1
Grotzooka BLAST 1 IGNORES COVER	18"	D3+3	4+	6	-1	1
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Skorcha BLAST 1 TORRENT	12"	3	-	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	4+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	4+	10	-2	3

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MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ramshackle Hull	Melee	3	5+	6	0	1

AUFSTELLUNG

4-8x Grot Tank w/ Grot tank shoota oder Grot Tank w/ Grotzooka oder Grot Tank w/ Kustom mega-blasta oder Grot Tank w/ Rokkit launcha oder Grot Tank w/ Skorcha
2x Grot Tank w/ additional weapon
Equipped with: Grot Tank Shoota, Grotzooka, Kustom Mega-blasta, Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Ramshackle Hull
Wargear Options:
■ Each Grot Tank w/ additional weapon must be equipped with 2 of: Skorcha, Grot Tank Shoota, Rokkit Launcha, Kustom Mega-blasta, Grotzooka.

ABILITIES

Scatter! (Once per phase, per unit)
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to 6".



CORE RULES

◆ **Deadly Demise 1**

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.