

ORKS

MEGANOBZ

70-210 PTS



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

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
► 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

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.

ABILITIES

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.



CORE RULES

◇ 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.