

ORKS

MEK
GUNZ

55–165 PTS



M

5"

T

6

SV

4+

W

6

LD

8+

OC

2

6+

◯

RANGED WEAPONS

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

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MELEE WEAPONS

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

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

ABILITIES

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.
- Traktor 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).

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.

