

ORKS

MEKBOY WORKSHOP [LEGENDS]

80 PTS



M	T	SV	W	LD	OC
-	9	4+	10	7+	0

AUFSTELLUNG
1x Mekboy Workshop [Legends]

ABILITIES

- Fortification**
While an enemy unit is engaged with only FORTIFICATION units:
 - That enemy unit can be selected as a target of ranged attacks.
 - When shooting that enemy unit, those ranged attacks have -1 to hit rolls (excluding [CLOSE-QUARTERS] attacks).
 - When that enemy unit is selected to make a fall-back move, if that enemy unit is only engaged with FORTIFICATION units, and that enemy unit is not battle-shocked, hazard rolls made for that enemy unit are automatically passed.
- Ramshackle Cover**
When an attack targets a unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.
- Workshop**
When this unit is set up, all parts of it must be set up in a single group, in which each part is within 1" of another part.
At the end of the Movement phase, each friendly ORKS VEHICLE within 6" of this unit heals D3 wounds. Each friendly ORKS VEHICLE unit can only be affected by this ability once per turn.

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.

