

GROT TANKS

[LEGENDS]

155–310 PTS

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

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 IGNORES COVER	18"	D3+3	4+	6	-1	1
Kustom mega-blasta HAZARDOUS	24"	2	4+	9	-2	D6
Rokkit launcha BLAST	24"	D3	4+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

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

ABILITIES

Scatter!

In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



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, Rokkit launcha, Skorcha, Ramshackle hull

Wargear Options:

- Each Grot Tank w/ additional weapon must be equipped with one of: Skorcha, Grotzooka, Rokkit launcha



KEYWORDS: Vehicle, Grot Tanks, Grots
FACTION KEYWORDS: Orks

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Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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").

Example: An Impulsor with a unit of Intercissors embarked within it is destroyed by ranged attacks.

First, any unresolved attacks made by the attacking unit are resolved. Then the Intercissors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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