

GROT MEGA-TANK [LEGENDS] - ORKS

110 PTS

M	T	Sv	W	LD	OC
8"	9	3+	12	8+	4

AUFSTELLUNG
1x Grot Mega-Tank [Legends]
Equipped with: Mega-tank weapons, Twin big shoota, Twin grotzooka, Twin kustom mega-blasta, Twin rokkit launcha, Twin skorchas, Armoured hull
Wargear Options:
■ This model must be equipped with 2 of: Twin big shoota, Twin grotzooka, Twin kustom mega-blasta, Twin rokkit launcha, Twin skorchas.

KEYWORDS: Vehicle, Grot Mega-Tank, Grots
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mega-tank weapons RAPID FIRE 10	18"	10	4+	5	0	1
Twin big shoota RAPID FIRE 2, TWIN-LINKED	18"	3	4+	5	0	1
Twin grotzooka BLAST, IGNORES COVER, TWIN-LINKED	18"	D3+3	4+	6	-1	1
Twin kustom mega-blasta HAZARDOUS, TWIN-LINKED	24"	2	4+	9	-2	D6
Twin rokkit launcha BLAST, TWIN-LINKED	24"	D3	4+	9	-2	3
Twin skorchas IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	5	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

ABILITIES

- Bizarrely Resilient**
Each time an attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.
- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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).*
- 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.
- 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).*

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- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
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 Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors 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.