

MEKBOY WORKSHOP [LEGENDS] - ORKS

80 PTS

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

AUFSTELLUNG

1x Mekboy Workshop [Legends]

KEYWORDS: Fortification, Vehicle, Mekboy Workshop

FACTION KEYWORDS: Orks

ABILITIES

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ramshackle Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Workshop

When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. At the end of your Movement phase, each friendly ORKS VEHICLE model within 12" of this FORTIFICATION can regain up to D3 lost wounds (roll separately for each model). Each model 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").

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.