

GROT TANKS [LEGENDS]

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

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 2 of: Skorcha, Grot tank shoota, Rokkit launcha, Kustom mega-blasta, Grotzooka.

⚙ 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

ABILITIES

RULES - Deadly Demise 1

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".



✂ MELEE WEAPONS

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

WEAPON RULES

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.

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.