

MEGANOBZ

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1

AUFSTELLUNG

2-6x Meganob w/ Kustom shoota and power klaw oder Meganob w/ Kombi-weapon and power klaw oder Meganob w/ Kombi-weapon and killsaw oder Meganob w/ Kustom shoota and killsaw oder Meganob w/ Killsaw and power klaw oder Meganob w/ Twin killsaw (40mm)

Equipped with: Kombi-weapon, Kustom shoota, Killsaw, Power klaw, Twin killsaw

Wargear Options:

- This model's Kustom shoota can be replaced with 1x Kombi-weapon or 1x Killsaw.
- This model's Kustom shoota and Power klaw can be replaced with 1x Kombi-weapon and 1x Killsaw.
- This model's Power klaw can be replaced with 1x Killsaw.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kombi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	5+	4	0	1
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2

ABILITIES

Krumpin' Time

While the Waaagh! is active for your army, models in this unit have the Feel No Pain 5+ ability.



Power klaw	Melee	3	4+	9	-2	2
Twin killsaw TWIN-LINKED	Melee	2	4+	12	-3	2

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.*



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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.