

# MEK GUNZ

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

## AUFSTELLUNG

1-3x Mek Gun w/ Smasha gun oder Mek Gun w/ Bubblechukka oder Mek Gun w/ Kustom mega-kannon oder Mek Gun w/ Traktor kannon (Hull)

**Equipped with:** 1-2 Bubblechukka - big bubble, 3-4 Bubblechukka - wobbly bubble, 5-6 Bubblechukka - dense bubble, Kustom mega-kannon, Smasha gun, Traktor kannon, Grot crew

## RANGED WEAPONS

| WEAPON                                                  | RANGE | A    | BS | S  | AP | D    |
|---------------------------------------------------------|-------|------|----|----|----|------|
| 1-2 Bubblechukka - big bubble<br>BLAST, BUBBLECHUKKA    | 48"   | 2D6  | 4+ | 6  | -1 | 1    |
| 3-4 Bubblechukka - wobbly bubble<br>BLAST, BUBBLECHUKKA | 48"   | D6   | 4+ | 9  | -2 | 3    |
| 5-6 Bubblechukka - dense bubble<br>BLAST, BUBBLECHUKKA  | 48"   | D3   | 4+ | 12 | -3 | D6+3 |
| Kustom mega-kannon<br>BLAST, HAZARDOUS                  | 36"   | D6   | 4+ | 12 | -1 | D6   |
| Smasha gun<br>BLAST                                     | 48"   | D3+1 | 4+ | 9  | -3 | 3    |
| Traktor kannon<br>ANTI-FLY 2+, DEVASTATING WOUNDS       | 48"   | 1    | 4+ | 10 | -2 | D6+1 |

## MELEE WEAPONS

## ABILITIES

### Splat!

Each time a model in this unit makes a ranged attack that targets a unit that is at its Starting Strength (excluding MONSTERS and VEHICLES), re-roll a Hit roll of 1.



| WEAPON    | RANGE | A | WS | S | AP | D |
|-----------|-------|---|----|---|----|---|
| Grot crew | Melee | 6 | 5+ | 2 | 0  | 1 |

## 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+.*

### 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.