

MORKANAUT

M	T	SV	W	LD	OC	
8"	12	3+	20	7+	8	5+

AUFSTELLUNG

1x Morkanaut (170x109mm Oval Base)

Equipped with: Kustom mega-blasta, Kustom mega-zappa, Rokkit launcha, Twin big shoota, ► Klaw of Mork - strike, ► Klaw of Mork - sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-zappa BLAST, HAZARDOUS	36"	D6+3	5+	10	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Klaw of Mork - strike	Melee	4	3+	18	-3	6
► Klaw of Mork - sweep	Melee	12	3+	8	-1	2

ABILITIES

RULES - Deadly Demise D6

Big an' Shooty

Each time this model makes a ranged attack, if the Waaagh! is active for your army, add 1 to the Hit roll.

Clankin' Forward

Each time this model makes a Normal, Advance or Fall Back move, it can move over enemy models (excluding MONSTER and VEHICLE models) and terrain features that are 4" or less in height as if they were not there.

Damaged: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

Morkanaut (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models (excluding GHAZGHKULL THRAKA). Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.



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).*

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.

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.