

GROT MEGA-TANK [LEGENDS]

110 PTS



M	T	SV	W	LD	OC
8"	9	3+	12	8+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mega-tank weapons RAPID FIRE 10	18"	10	4+	5	0	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	18"	3	4+	5	0	1
Twin grotzooka BLAST IGNORES COVER TWIN-LINKED	18"	D3+3	4+	6	-1	1
Twin kustom mega-blasta HAZARDOUS TWIN-LINKED	24"	2	4+	9	-2	D6
Twin rokkit launcha BLAST TWIN-LINKED	24"	D3	4+	9	-2	3
Twin skorchcha IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

AUFSTELLUNG

1x Grot Mega-Tank [Legends]

Equipped with: Mega-tank weapons, Twin big shoota, Twin grotzooka, Twin kustom mega-blasta, Twin rokkit launcha, Twin skorchcha, Armoured hull

Wargear Options:

- This model must be equipped with 2 of: Twin big shoota, Twin grotzooka, Twin kustom mega-blasta, Twin rokkit launcha, Twin skorchcha.

ABILITIES

Bizarrely Resilient

Each time an attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



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.

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.

TWIN-LINKED

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

CORE RULES

◆ Deadly Demise D3

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").