

ORKS

MEGANOBZ

60–180 PTS



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

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RANGED WEAPONS

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

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MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Twin killsaw TWIN-LINKED	Melee	2	4+	12	-3	2

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.

ABILITIES

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



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.