

ORKS

MEGATRACK
SCRAPJET

75 PTS



M12"

T7

SV4+

W9

LD7+

OC3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit cannon BLAST	24"	D6+1	5+	9	-2	3
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nose drill	Melee	4	4+	8	-1	2

AUFSTELLUNG

1x Megatrakk Scrapjet (150x95mm Oval Base)
Equipped with: Rokkit cannon, Twin big shoota, Wing missiles, Nose drill

ABILITIES

Drill Through

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

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).

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.

CORE RULES

◆ **Deadly Demise 1**
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").

