

ORKS

MEK GUNZ

45–135 PTS



M

3"

T

5

SV

5+

W

6

LD

8+

OC

2

6+

RANGED WEAPONS

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

MELEE WEAPONS

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

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

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 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.