

GROT TANK ONSLAUGHT!

The lunatic product of the deranged imaginations of grot riggers and scavs that have spent far too long basking in the insane genius of the Ork Big Meks, Grot tanks are diminutive armoured vehicles made to imitate the far larger Ork wagons and Tanks. Although hardly reliable and positively dangerous to their occupants, these machines can be nevertheless

POINTS: 75 + MODELS

surprisingly effective on the battlefield. In sufficiently large numbers they become a rattling, ramshackle tide that can overwhelm just about anything, crushing the enemy under their tracks to the shrieking delight of their drivers!

GROT TANK
BATTLE MOB



GROT TANK BOSS'
BATTLE MOB



GROT TANK
BATTLE MOB



GROT TANK
BATTLE MOB



FORMATION:

—Three or more full strength (six tank) Grot Tank Battle Mobs. These may have any combination of armament and equipment between them, and

one of them must also have one of its tanks ungraded to a 'Kommanda' designated as the formation's Battle Boss (see below).

SPECIAL RULES:

Battle Boss: One Grot Tank Kommanda is nominated as the formation's battle boss, and nominally in charge of this ramshackle mess! All other Grot Tank Battle Mobs in the formation must be deployed within 12" of the Battle Boss's Battle Mob at the start of the game, or if coming on from Reserve, enter play from within 12" of the point on the table where the Battle Boss's Battle Mob enters play.

Ramshackle Waaagh!: The sheer force of the massive armoured cavalcade of Grot tanks is good at flattening terrain in front of it, and the individual Grot tanks in the formation are more than happy to shunt along anyone that gets stuck (often with a well aimed rocket...) All Grot tanks in the Grot Tank Onslaught can re-roll dangerous terrain tests.

Gunz, Gunz, Gunz!: At short range the combined firepower of the Grot Tank Battle Mobs can be quite devastating when unleashed in a single volley. Sadly, so enthusiastic are the grots and so much ammunition is wasted in the process they can only manage this onslaught of lead, shell and scrap once in any given battle. For ease of use, this is treated as a single shooting attack whose range and line of sight is drawn from the Battle Boss's tank and has the following profile:

	Range	STR	AP	Special
Onslaught of Gunz	24"	D6+3	D6	Apocalyptic barrage(*), one use

**:The onslaught has a barrage rating of 1+1 per Grot Battle Mob within 12" of the Battle Boss's mob. Grot Battle Mobs taking part in this attack may not fire their weapons the turn the onslaught of gunz is used.*