

SHOKK ATTACK BATTERY

POINTS: 75 + MODELS

The shokk attack gun is a miracle of Ork technology that few Meks ever manage to build. When bands of insane Meks mob together brandishing these fearsome - if unpredictable - weapons, it results in a myriad of devastating effects. Infantry regiments are overwhelmed, drowned by a continuous tide of deranged, terrified Snotlings. Battle-tanks are destroyed and even mighty Titans buckle, as the colossal forces of crossing warp beams are unleashed. The destructive potential of a Shokk Attack Battery is not something that should be underestimated, by friend or foe!

The sheer number of Snotlings required to keep a Shokk Attack Battery 'fully loaded' is staggering. Normally the

Meks resent time spent rounding up Snots to fire from their shokk attack guns, time that could be better used making something more zappy! To get around this and to ensure that a constant stream of Snotlings is herded towards the Meks, the assistance of several Runtherds is required. Each Runtherd is usually given a brand new grot-prod or an extra grabby stick for his troubles, which is only fair seeing as he probably won't get any of his Snots back. The Meks, not needing to worry about the bothersome process of 'loading' the Snotlings themselves anymore, can concentrate on more exciting things like shooting. Occasionally they even explore the concept of 'aiming'.



Ghargamek's Shokk Mob
Gehenna Prime
Siege of Kravaster

FORMATION:

3+ Big Meks with shokk attack guns.

1+ Snotling Herd.

One Big Mek must be designated as a Boss Mek (his profile is unchanged).

Snotling Herd: Consisting of 5-20 Snotling Swarms at 8 points per base and 1-4 Runtherds. One Runtherd must be chosen for every 5 Snotling Swarms (or part thereof).

	WS	BS	S	T	W	I	A	Ld	Sv
Snots	2	1	2	2	3	2	3	4	-

Special Rules: Swarm

SPECIAL RULES

Strike Force: All Big Meks and Snotling Herds must be deployed within 6" of the Boss Mek, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Boss Mek.

Firing a Shokk Attack Battery: Instead of firing separately a Shokk Attack Battery may fire using the Apocalyptic Barrage template, with a number of dice equal to the number of shokk attack guns in the battery. Roll 2D6 to determine the Strength of the whole battery. If a double (or an 11) is rolled consult the chart on page 35 of Codex: Orks and immediately apply that result to all shokk attack guns in the battery.

We Needs More Zoggin' Snotlings! If both a Runtherd and a Snotling Swarm are within 6" of a shokk attack gun you may sacrifice D3 Snotling bases and roll three dice instead of two when determining the Strength of the Shokk Attack Battery, discarding the lowest dice roll. If a triple is rolled, the combined warp-beams manage to rip a gaping hole in the fabric of reality. Resolve the attack exactly as if a Vortex Grenade had landed on the central hole of the Apocalyptic Barrage template. In the unfortunate result of a triple 1 something goes disastrously wrong as warp containment fields overload and collapse. No shot is fired. Remove all Big Meks in the Shokk Attack Battery and resolve the shot as if a Vortex Grenade has landed where the Boss Mek was standing.