

# ORK MINELAYER

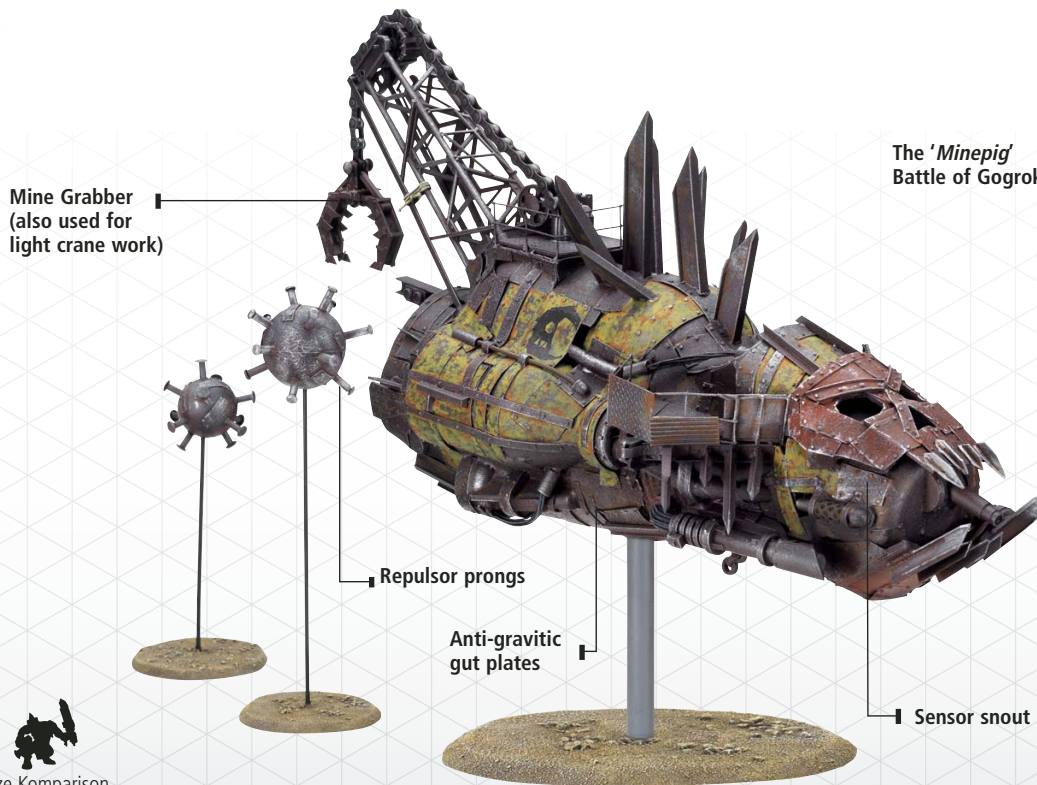
POINTS: 250

Perhaps one of the strangest of all Mekboy creations is the gigantic minelaying vehicle that patrols Gogrok Island, the operational base of the Ork savant known as Orghamek. Though an Ork minelayer in itself is not unheard of, Orghamek's creation, comprised of over fifty tons of rusted metal and salvaged scrap, floats through the air in a way that beggars belief.

Orks are often unsatisfied with the concepts of minefields. After all, such static defences require the foe to transgress upon Ork territory to be effective, and few are the enemies prepared to take the fight to the Orks on their own terms. Still, there is something undeniably appealing to an Ork about the bloody spectacle of a crude bomb detonating in the thick of the enemy ranks.

To reconcile this, Orghamek created the floating minelayer, a craft held aloft by powerful repulsor fields. Its cavernous bomb bays contain row upon row of specially-built explosive mines that themselves contain repulsor fields, albeit ones of far lesser potency.

The Minelayer uses a winch-and-claw arrangement to place these mines at the rear of the craft, where their fields are remotely activated, enabling the mine to stay hovering high in the air. Should a foe attempt to cross the ground underneath one of the Minelayer's charges, he will collapse the delicate repulsor field, causing the mine to plummet down on top of him. Should the impact of such a crude device not kill the trespasser, the ensuing detonation of a ton of high explosive invariably will.



The 'Minepig'  
Battle of Gogrok Island, M41

Size Komparision

**UNIT:** 1 Ork Minelayer

**TYPE:** Super-heavy vehicle.

BS	FRONT	ARMOUR		REAR
		SIDE	REAR	
2	13	12	11	

**STRUCTURE POINTS:** 2

**WEAPONS AND EQUIPMENT:**

- Minelaying winch (see Minelayer, opposite)

**OPTIONS:**

- Can be upgraded to have up to 3 big shootas at +5 points per gun and/or a killkannon at +60 points.

## SPECIAL RULES

**Drifter:** An Ork minelayer moves at a sedate pace, occasionally dropping the odd offering to hang in the sky. The Minelayer is treated as a Skimmer that moves a maximum of 6" a turn. Immobilised results will cause it to settle to earth but not to become a wreck. Due to its deadly cargo, add +3 to the roll if the Minelayer has to roll on the Catastrophic Damage table.

**Minelayer:** Unless it has suffered a Gun Crew Shaken or Driver Stunned result in the previous turn, the Minelayer may lay one mine per turn at the beginning of the Ork shooting phase. Mines remain in place once they have been laid. Each Mine may be detonated if an enemy model passes within 2" of its base. Remove the mine and replace it with the 10" Blast template. Every model under the template takes a S8 hit with an AP of 3.