

ENHANCEMENTS

Mekwaaagh! Mastermind

30 pts

BIG MEK model only. This unit is riled up.

Enhanced Runt-maw

10 pts

BIG MEK WITH SHOKK ATTACK GUN model only. When this unit has shot, select one enemy unit hit by those attacks. That unit is infested with Snotlings until the start of your next turn.

- While an enemy unit is infested with Snotlings, that unit has -1 to leadership rolls.

Temperamental Shokka

20 pts

BIG MEK WITH SHOKK ATTACK GUN model only. In your Shooting phase, when this unit is selected to shoot, you can roll one D6:

- On a 1, this model's Shokk Attack Gun weapon has [TORRENT], and when this unit has shot, this model is destroyed.
- On a 2-5, this model's Shokk Attack Gun weapon has +1 A.
- On a 6, this model's Shokk Attack Gun weapon has SUSTAINED HITS 2].

DETACHMENT-REGEL

In your Shooting phase, when all of a friendly BIG MEK/MEK GUNS/MORKANAUT/WAZBOM BLASTAJET unit's ranged attacks target a single enemy unit: roll one D6:

STRATAGEMS

1 CP

MADCAP MEKS STRATAGEM ·
WAHAPEDIA

SHOOTING

VINDICTIVE ARTILLERISTS

When: Your Shooting phase, when a friendly Mek Gunz unit is selected to shoot.

Target: That MEK GUNZ unit.

Effect: Your unit's ranged attacks have: [Lethal Hits]. Or: [Sustained Hits 1]. Or: [Hazardous], [Lethal Hits], [Sustained Hits 1].