

BIG MEK DAKKARIG

160 PTS

M	T	Sv	W	LD	OC
8"	8	3+	11	7+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blitzkannon Ignores cover, Lethal Hits: Non-Monster/Vehicle	24"	8	4+	7	-2	2
Multi-busta Launcha Ignores cover, Lethal Hits	24"	6	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Stompy Feet	Melee	4	3+	6	-1	1

ABILITIES

- Blitz Dem Gitz!**
In your Shooting phase, if this unit's Blitzkannon weapon targets a unit (excluding MONSTER/VEHICLE units), that weapon has +6 A.
- Even More Dakka**
If this unit is riled up, this unit's ranged attacks have [SUSTAINED HITS 1].

FACTION RULES

- Waaagh!**
Friendly ORKS with this ability can:
 - Re-roll advance rolls.
 - Become riled up, as stated in other rules.While a unit is riled up:
 - That unit has 5+ InSv.
 - That unit's ranged attacks have [ASSAULT].
 - When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

CORE RULES

- Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

1x Big Mek Dakkarig (90mm)

Equipped with: Blitzkannon, Multi-busta Launcha, Stompy Feet



KEYWORDS: Vehicle, Big Mek, Big Mek Dakkarig, Walker, Character
FACTION KEYWORDS: Orks