BIG MEK

100 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Traktor Blasta ANTI-FLY 2+	24"	3	4+	6	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilla	Melee	3	3+	12	-3	3
Power Klaw	Melee	5	3+	10	-2	2

ABILITIES

CORE - Leader

More Dakka
This unit's ranged attacks have:
- [IGNORES COVER].
- If this unit is riled up, [SUSTAINED HITS 1].

Shokk-boosta
In your Movement phase, when this unit is selected to make an advance move, you can use this ability. If you do:
- This unit can change that advance roll to a 6.
- This unit can move through all types of model.
- When this unit ends that advance move, make a hazard roll for each model in this unit.

Leader
This model can be attached to the following units:
- BOYZ
- BREAKA BOYZ
- FLASH GITZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS

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.

AUFSTELLUNG

1x Big Mek (50mm)

Equipped with: Kustom mega-blasta, Traktor Blasta, Drilla, Power Klaw

Wargear Options:
- This model can replace its Drilla with Power Klaw.
- This model can replace its Kustom mega-blasta with Traktor Blasta.

KEYWORDS: Infantry, Character, Big Mek, Leader, Explosives
FACTION KEYWORDS: Orks

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M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Big Mek, Leader, Explosives
FACTION KEYWORDS: Orks