

BIG MEK WITH SHOKK ATTACK GUN

110 PTS

M	T	Sv	W	LD	OC
6"	5	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shokk Attack Gun <small>BLAST 1, HEAVY</small>	60"	D3+3	5+	12	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Mek's Toolz	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

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

Support Shokka
While this model is within 3" of a friendly ORKS INFANTRY unit (excluding BIG MEK WITH SHOKK ATTACK GUN units), this model has Lone Operative.

- Leader**
This model can be attached to the following units:
- BOYZ
 - 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.

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.



AUFSTELLUNG

1x Big Mek with Shokk Attack Gun (40mm)

Equipped with: Shokk Attack Gun, Big Mek's Toolz



KEYWORDS: Character, Infantry, Big Mek with Shokk Attack Gun, Leader, Big Mek, Explosives

FACTION KEYWORDS: Orks