# BIG MEK IN MEGA ARMOUR - ORKS

**90 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 5" | 6 | 2+ | 5 | 7+ | 1 |

**AUFSTELLUNG**

1x Big Mek in Mega Armour (40mm)

**Equipped with:** Kustom Mega-blasta, Tellyport Blasta, ➤ Kombi-weapon - Kill Shot, ➤ Kombi-weapon - Point Blank, ➤ Kombi-weapon - Shoota, ➤ Kustom Shoota - Aimed, ➤ Kustom Shoota - Point Blank, Killsaw, Power Klaw

**Wargear Options:**
- This model can be equipped with one of: Tellyport Blasta, Kustom Force Field.
- This model can replace its Kustom Shoota with Kombi-weapon, Kustom Mega-blasta or Killsaw.

**KEYWORDS:** Character, Infantry, Big Mek in Mega Armour, Mega Armour, Leader, Big Mek, Explosives

**FACTION KEYWORDS:** Orks

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Kustom Mega-blasta<br>HAZARDOUS | 24" | 3 | 4+ | 9 | -2 | 3 |
| Tellyport Blasta<br>BLAST 1 | 12" | 6 | 4+ | 9 | -2 | 3 |
| ➤ Kombi-weapon - Kill Shot | 24" | 1 | 4+ | 10 | -2 | 3 |
| ➤ Kombi-weapon - Point Blank<br>BLAST 1, TORRENT | 12" | 3 | - | 5 | 0 | 1 |
| ➤ Kombi-weapon - Shoota<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1 | 18" | 2 | 4+ | 4 | 0 | 1 |
| ➤ Kustom Shoota - Aimed<br>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2 | 18" | 4 | 4+ | 4 | 0 | 1 |
| ➤ Kustom Shoota - Point Blank<br>CLOSE-QUARTERS, TORRENT | 6" | D3+3 | - | 4 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Killsaw | Melee | 3 | 4+ | 10 | -2 | 3 |
| Power Klaw | Melee | 3 | 3+ | 10 | -2 | 2 |

## ABILITIES

**CORE** - Leader

**Fix Dat Armour Up (Once per battle, per unit)**
In your Command phase, this unit heals 3 wounds.

*Place a Grot Oiler token next to the unit, removing it when this ability is used.*

**Kustom Force Field**
This unit has 4+ InSv against ranged attacks.

**More Dakka**
This unit's ranged attacks have:

- [IGNORES COVER].

- If this unit is riled up, [SUSTAINED HITS 1].

**Leader**
This model can be attached to the following unit:

- MEGANOBZ

- MEK GUNZ

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**FACTION KEYWORDS:** Orks

## 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.