

BIG MEK IN MEGA ARMOUR

Leader Waaagh!

M5"

T6

SV2+

W5

LD7+

OC1

90 PTS
Base 40mm



1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

Kustom Mega-blastaHAZARDOUS

R	A	BS	S	AP	D
24"	3	4+	9	-2	3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Tellyport BlastaBLAST 1

R	A	BS	S	AP	D
12"	6	4+	9	-2	3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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► Kombi-weapon - Kill Shot

R	A	BS	S	AP	D
24"	1	4+	10	-2	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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► Kombi-weapon - Point Blank

BLAST 1TORRENT

R	A	BS	S	AP	D
12"	3	-	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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► Kombi-weapon - Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	4+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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► Kustom Shoota - Aimed

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	4+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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► Kustom Shoota - Point Blank

CLOSE-QUARTERSTORRENT

R	A	BS	S	AP	D
6"	D3+3	-	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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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].

4ANGRIFF

5NAHKAMPF

Killsaw

R	A	WS	S	AP	D
Melee	3	4+	10	-2	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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Power Klaw

R	A	WS	S	AP	D
Melee	3	3+	10	-2	2

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 2+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+
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REGELN & KEYWORDS KURZ

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.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Big Mek in Mega Armour

Ausrüstung: 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

• 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.

Anführer

This model can be attached to the following unit:

- MEGANOBZ

- MEK GUNZ