ORKS

BIG MEK WITH SHOKK ATTACK GUN

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

110 PTS
Base 40mm

Leader **Waaagh!**

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Shokk Attack Gun BLAST 1 HEAVY

R	A	BS	S	AP	D
60"	D3+3	5+	12	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

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

4 ANGRIFF

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5 NAHKAMPF

Big Mek's Toolz

R	A	WS	S	AP	D
Melee	4	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	**5+**	**6+**	**–**	**–**

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 with Shokk Attack Gun

Ausrüstung: Shokk Attack Gun, Big Mek's Toolz

Anführer
This model can be attached to the following units:
- BOYZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS

KEYWORDS Character, Infantry, Big Mek with Shokk Attack Gun, Leader, Big Mek, Explosives · **FRAKTION** Orks