ORKS

BIG MEK

Leader | Waaagh!

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

100 PTS

Base 50mm

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

Kustom mega-blasta HAZARDOUS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Traktor Blasta ANTI-FLY 2+

R	A	BS	S	AP	D
24"	3	4+	6	-2	D3+3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

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

Drilla

R	A	WS	S	AP	D
Melee	3	3+	12	-3	3

VERWUNDET

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

Power Klaw

R	A	WS	S	AP	D
Melee	5	3+	10	-2	2

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 3+ · 6 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
3+	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

Ausrüstung: Kustom mega-blasta, Traktor Blasta, Drilla, Power Klaw

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

Anführer

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- FLASH GITZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS

KEYWORDS Infantry, Character, Big Mek, Leader, Explosives · **FRAKTION** Orks