ORKS

MEK

Support · Waaagh!

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

55 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

Clever Know-wotz

In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS VEHICLE model (excluding AIRCRAFT/ TITANIC models) within 3" of this model:

- That VEHICLE model heals D3 wounds.
- That VEHICLE model's attacks have +1 to hit rolls until the start of your next Movement phase.

3 BESCHUSS

Kustom Mega-slugga

CLOSE-QUARTERS · HAZARDOUS

R	A	BS	S	AP	D
12"	3	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Kustom Dakka

This unit's ranged attacks have [IGNORES COVER].

4 ANGRIFF

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5 NAHKAMPF

Mek's Toolz

R	A	WS	S	AP	D
Melee	3	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

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GEGEN DIESE EINHEIT

W5 · RW 5+ · 4 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
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

Support 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 Mek

Ausrüstung: Kustom Mega-slugga, Mek's Toolz

Anführer

This model can be attached to the following units:

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

KEYWORDS Character, Infantry, Mek, Explosives, Support · **FRAKTION** Orks