ORKS

BIG MEK IN MEGA ARMOUR

Leader | Waaagh!

M	T	SV	W	LD	OC
5"	6	2+	5	7+	1

90 PTS
Base 40mm

1 KOMMANDO

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.

2 BEWEGUNG

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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+

Tellyport Blasta — BLAST 1

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

VERWUNDET

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

➤ Kombi-weapon - Kill Shot

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

VERWUNDET

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

➤ Kombi-weapon - Point Blank — BLAST 1 — TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ 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+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ 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+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Kustom Shoota - Point Blank — CLOSE-QUARTERS — TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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].

4 ANGRIFF

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5 NAHKAMPF

Killsaw

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

VERWUNDET

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

Power Klaw

R	A	WS	S	AP	D
Melee	3	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

W6 · RW 2+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	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 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

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