

BIG MEK IN MEGA ARMOUR

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

AUFSTELLUNG

1x Big Mek in Mega Armour (40mm)

Equipped with: 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

Wargear Options:

- 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.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Tellyport Blasta BLAST 1	12"	6	4+	9	-2	3
► Kombi-weapon - Kill Shot	24"	1	4+	10	-2	3
► Kombi-weapon - Point Blank BLAST 1, TORRENT	12"	3	-	5	0	1
► Kombi-weapon - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	4+	4	0	1
► Kustom Shoota - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	4+	4	0	1

ABILITIES

CORE - Leader

RULES - Leader, Waaagh!

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.

Kustom Force Field

This unit has 4+ InSv against ranged attacks.



► Kustom Shoota - Point Blank

CLOSE-QUARTERS, TORRENT

6" D3+3 - 4 0 1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	10	-2	3
Power Klaw	Melee	3	3+	10	-2	2

More Dakka

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

Leader

- This model can be attached to the following unit:
- MEGANOBZ
 - MEK GUNZ

