

ORKS

BIG MEK  
DAKKARIG

160 PTS



|    |   |    |    |    |    |    |
|----|---|----|----|----|----|----|
| M  | T | SV | W  | LD | OC |    |
| 8" | 8 | 3+ | 11 | 7+ | 3  | 5+ |

RANGED WEAPONS

| WEAPON                                                           | RANGE | A | BS | S  | AP | D |
|------------------------------------------------------------------|-------|---|----|----|----|---|
| Blitzkannon<br>IGNORES COVER<br>LETHAL HITS: NON-MONSTER/VEHICLE | 24"   | 8 | 4+ | 7  | -2 | 2 |
| Multi-busta Launcha<br>IGNORES COVER<br>LETHAL HITS              | 24"   | 6 | 5+ | 10 | -2 | 3 |

MELEE WEAPONS

| WEAPON      | RANGE | A | WS | S | AP | D |
|-------------|-------|---|----|---|----|---|
| Stompy Feet | Melee | 4 | 3+ | 6 | -1 | 1 |

AUFSTELLUNG

1x Big Mek Dakkarig (90mm)  
Equipped with: Blitzkannon, Multi-busta Launcha, Stompy Feet

ABILITIES

- Blitz Dem Gitz!**  
In your Shooting phase, if this unit's Blitzkannon weapon targets a unit (excluding MONSTER/VEHICLE units), that weapon has +6 A.
- Even More Dakka**  
If this unit is riled up, this unit's ranged attacks have [SUSTAINED HITS 1].

CORE RULES

- Deadly Demise 1**  
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
- Waaagh!**  
Friendly ORKS with this ability can:  
- Re-roll advance rolls.  
- Become riled up, as stated in other rules.  
While a unit is riled up:  
- That unit has 5+ InSv.  
- That unit's ranged attacks have [ASSAULT].  
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.