ORKS

MEK

55 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Mega-slugga CLOSE-QUARTERS HAZARDOUS	12"	3	4+	8	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mek's Toolz	Melee	3	3+	5	0	1

AUFSTELLUNG

1x Mek (32mm)

Equipped with: Kustom Mega-slugga, Mek's Toolz

ABILITIES

CORE - Support

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.

Kustom Dakka

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

Leader

This model can be attached to the following units:

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

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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.