

BIG MEK DAKKARIG

115 PTS

M	T	Sv	W	LD	OC
8"	8	3+	11	7+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blitzkannon HEAVY SUSTAINED HITS 1	24"	8	5+	7	-2	2
Rokkit launcha HEAVY	24"	6	5+	10	-2	3

MELEE WEAPONS

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

ABILITIES

Dakkablitz

In your Shooting phase, while making attacks with this unit, if its blitzkannon targeted a non-MONSTER/VEHICLE unit, that weapon has +6 A.

WEAPON ABILITIES

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Big Mek Dakkarig (90mm)

Equipped with: Blitzkannon, Rokkit launcha, Stompy feet



KEYWORDS: Vehicle, Big Mek,
Dakkarig, Walker

FACTION KEYWORDS: Orks