

BIG MEK DAKKARIG

115 PTS

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

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Big Mek Dakkarig (90mm)  
Equipped with: Blitzkannon, Rokkit launcha, Stompy feet

RANGED WEAPONS

| WEAPON                                   | RANGE | A | BS | S  | AP | D |
|------------------------------------------|-------|---|----|----|----|---|
| Blitzkannon<br>HEAVY<br>SUSTAINED HITS 1 | 24"   | 8 | 5+ | 7  | -2 | 2 |
| Rokkit launcha<br>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).*



KEYWORDS: Vehicle, Big Mek, Dakkarig, Walker  
FACTION KEYWORDS: Orks