

BIG MEK ON WARBIKE

[LEGENDS]

105 PTS

M	T	Sv	W	LD	OC	INVULNERABLE SAVE	
12"	6	4+	6	7+	2		

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-slugga BLAST HAZARDOUS	12"	D3	5+	8	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	4+	9	-2	2

ABILITIES

CORE - Leader

- Kustom Force Field**
While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.
- Mekaniak**
At the end of your Movement phase, you can select one friendly ORKS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.
- More Dakka**
While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

AUFSTELLUNG

1x Big Mek on Warbike
[Legends]

Equipped with: Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Rokkit launcha, Shokk attack gun, Slugga, Twin dakkagun, Big choppa, Choppa, Close combat weapon, Killsaw, Power klaw

Wargear Options:

- This model can replace its Slugga with Kombi-weapon, Kustom mega-blasta, Rokkit launcha, Big choppa, Power klaw, Kustom mega-slugga, custom force field or Shokk attack gun.

KEYWORDS: Character, Mounted, Speed Freeks, Grenades, Big Mek on Warbike, Big Mek, Leader

FACTION KEYWORDS: Orks

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Leader

This model can be attached to the following unit:

- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

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.

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