

BIG MEK

70 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilla	Melee	2	3+	12	-3	3
Power claw	Melee	4	3+	9	-2	2

ABILITIES

CORE - Leader

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.

Shokk-boosta

You can re-roll Advance rolls made for this model's unit. In addition, each time this model's unit makes a Normal, Advance or Fall Back move, models in that unit can move through models and terrain features. When doing so, they can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- LOOTAS
- MEK GUNZ
- NOBZ
- TANKBUSTAS



AUFSTELLUNG

1x Big Mek (50mm)

Equipped with: Kustom mega-blasta, Traktor blasta, Drilla, Power claw

Wargear Options:

- This model can replace its Power claw with Drilla.
- This model can replace its Kustom mega-blasta with Traktor blasta.



KEYWORDS: Infantry, Character, Grenades, Mek, Big Mek, Leader

FACTION KEYWORDS: Orks

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+.

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.

CORE RULES

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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