

M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

AUFSTELLUNG
1x Big Mek in Mega Armour (40mm)
Equipped with: Kombi-weapon, Kustom mega-blasta, Kustom shoota, Tellyport blasta, Killsaw, Power klaw
Wargear Options:

- This model can be equipped with one of: Tellyport blasta, Kustom force field.
- This model can be equipped with 1x Grot oiler.
- This model can replace its Kustom mega-blasta with Kustom shoota, Kombi-weapon or Killsaw.

KEYWORDS: Character, Infantry, Big Mek in Mega Armour, Mega Armour, Mek, Leader
FACTION KEYWORDS: Orks

 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 shoota RAPID FIRE 2	18"	4	5+	4	0	1
Tellyport blasta BLAST	12"	3	5+	8	-1	3

 MELEE WEAPONS

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

ABILITIES

CORE - Leader

- Fix Dat Armour Up**
While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.
- Grot Oiler**
Once per battle, at the end of your Movement phase, one model in the bearer's unit regains D3 lost wounds.
Designer's Note: Place a Grot Oiler token next to the unit, removing it once this ability has been used.
- Kustom Force Field**
While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.
- 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.
- Leader**
This model can be attached to the following unit:
- MEGANOBZ

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+.

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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.

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).

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.