

BIG MEK WITH SHOKK ATTACK GUN - ORKS70 PTS

M	T	Sv	W	LD	OC
6"	5	4+	5	7+	1

AUFSTELLUNG

1x Big Mek with Shokk Attack Gun (40mm)

Equipped with: Shokk attack gun, Close combat weapon

Wargear Options:

- This model can be equipped with 1x Grot assistant.

KEYWORDS: Character, Infantry, Grenades, Big Mek with Shokk Attack Gun, Mek, Leader

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shokk attack gun BLAST, HEAVY	60"	D6+1	5+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

Deranged Snotling Assault

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

Grot Assistant

Once per battle, after rolling to determine how many attacks the bearer's shokk attack gun makes, you can re-roll that dice.

Designer's Note: *Place a Grot Assistant token next to the bearer, removing it once this ability has been used.*

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 units:

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

WEAPON ABILITIES

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).*

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.

CORE RULES

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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.