

BIG MEK IN MEGA ARMOUR

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.

⦿ 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
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ABILITIES

CORE - Leader

RULES - 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.



Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	3+	9	-2	2

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 RULES

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+.

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).

