

BIG MEK WITH SHOKK ATTACK GUN

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.

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

RULES - 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 RULES

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.

