

MEK

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

AUFSTELLUNG

1x Mek (32mm)

Equipped with: Kustom mega-slugga, Killsaw, Wrench

Wargear Options:

- This model can replace its Wrench with Killsaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-slugga BLAST, HAZARDOUS	12"	D3	5+	8	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	1	4+	12	-3	2
Wrench	Melee	3	3+	4	0	1

ABILITIES

CORE - Leader

RULES - Leader

Know-wotz

While this model is within 3" of one or more friendly ORKS VEHICLE units, this model has the Lone Operative ability.

Mekaniak

At the end of your Movement phase, you can select one friendly ORKS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.



Leader

This model can be attached to the following units:

- 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).*

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.