

BIG MEK WITH KUSTOM FORCE FIELD [LEGENDS]

55 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

AUFSTELLUNG

1x Big Mek with Kustom Force Field [Legends]

Equipped with: Slugga, Choppa

Wargear Options:

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

ABILITIES

CORE - Leader

Grot Helper

Once per battle, the bearer can overcharge its kustom force field one additional time.

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

Kustom Force Field

While this model is leading a unit, models in that unit have a 5+ invulnerable save against ranged attacks. Once per battle, at the start of any phase, this model can overcharge its kustom force field. If it does, until the end of the phase, this invulnerable save is improved to 4+.

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
- BURNA BOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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.

