



Where there is a Mek, there will always be orks following him every place he goes, willing to assist him in his projects, especially in those situations where the weak grots are just not enough. Most of them are there just to get their hands on the torches and welders the Mek manufactures, but a bunch are honestly interested in learning from their boss, to maybe someday open their own workshop and earn teeth and fame.

	WS	BS	S	R	W	I	A	L	Sv	Unit Type	Unit composition
Welda Boy	4	2	3	4	1	2	2	7	6+	Infantry	5 Welda Boys
Mek	4	2	3	4	1	2	2	7	6+	Infantry (Character)	
WARGEAR			OPTIONS:								
Pokey-Welda			-Can include up to ten extra Welda Boys 16 Pts/model								
Slugga			-Any model can be upgraded to Burna, replacing their Pokey-Welda and Slugga for a Burrna Free								
Stikkbombs			-Up to three models can be upgraded to Mek's, replacing their Pokey-Welda for Mek's Tools and Choppa..... Free								
SPECIAL RULES											
'Ere we Go!			-Any Mek may be accompanied by a Grot Oiler +5 Pts/model								
Furious Charge			-Any Mek may replace his Choppa with a Killsaw +20 Pts/model								
Mob Rule			-Any Mek can take items from the Mek Weapons list.								
			-The unit may select a Trukk as Dedicated Transport								

	Range	S	AP	Type
Pokey-Welda	-	-	3	Melee, Power Discharge

Power Discharge: When the user is in close combat, he can choose to exchange all his attacks for a single attack with double the S (Up to a maximum of 10). Furthermore, vehicles that lose any hull point against this attack will suffer a Crew Shaken result, apart from any other effect caused by the impact.