

M	T	Sv	W	LD	OC
8"	9	2+	8	7+	3

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Deff Dread (60mm)
Equipped with: Big Shoota, Kustom Mega-blasta, Skorcha, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, Dread Klaw, Extra Klaw
Wargear Options:
■ This model can replace its Big Shoota with Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.
■ This model can replace its Skorcha with Big Shoota, Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.

KEYWORDS: Vehicle, Walker, Deff Dread
FACTION KEYWORDS: Orks

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota <small>LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2</small>	36"	3	5+	5	0	1
Kustom Mega-blasta <small>HAZARDOUS</small>	24"	3	5+	9	-2	3
Skorcha <small>BLAST 1, TORRENT</small>	12"	3	-	5	0	1
► Rokkit Launcha - Blasta <small>BLAST 2</small>	24"	2	5+	4	0	1
► Rokkit Launcha - Busta	24"	2	5+	10	-2	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread Klaw <small>CLEAVE 1</small>	Melee	5	3+	12	-2	3
Extra Klaw <small>EXTRA ATTACKS</small>	Melee	1	3+	12	-2	3

ABILITIES

Dead 'Ard
Attacks that target this unit have -1 D.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:
- Re-roll advance rolls.
- Become riled up, as stated in other rules.
While a unit is riled up:
- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

M	T	Sv	W	LD	OC
8"	9	2+	8	7+	3

INVULNERABLE
SAVE

6+

AUFSTELLUNG
1x Deff Dread (60mm)
Equipped with: Big Shoota, Kustom Mega-blasta, Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Dread Klaw, Extra Klaw
Wargear Options:

- This model can replace its Big Shoota with Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.
- This model can replace its Skorcha with Big Shoota, Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.

KEYWORDS: Vehicle, Walker, Deff Dread
FACTION KEYWORDS: Orks

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.