

MEGA DREAD

[LEGENDS]

225 PTS

M	T	Sv	W	LD	OC
8"	10	2+	16	7+	5

INVULNERABLE
SAVE



AUFSTELLUNG

- 1x Mega Dread [Legends]
- Equipped with:** Boombits, Killkannon, Dread killsaw, Dread ripa klaw, Stompy feet
- Wargear Options:**
- This model must be equipped with 2 of: Dread killsaw, Killkannon, Dread ripa klaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Boombits TORRENT	12"	D6	N/A	5	0	1
Killkannon	24"	D6+3	5+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread killsaw	Melee	4	3+	14	-3	4
Dread ripa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Dead Rippy**
If this model is equipped with 2 dread killsaws, those weapons have the [TWIN-LINKED] ability. If this model is equipped with 2 dread ripa klaws, those weapons have the [TWIN-LINKED] ability.
- Mega Carnage**
Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON ABILITIES

- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6**
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.*



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