

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

INVULNERABLE
SAVE

6+

AUFSTELLUNG

1x Mega Dread [Legends]

Equipped with: Boombits, Killkannon, Dread killsaw, Dread rippa klaw, Stompy feet

Wargear Options:

- This model must be equipped with 2 of: Dread killsaw, Killkannon, Dread rippa klaw.

KEYWORDS: Vehicle, Mega Dread, Walker

FACTION KEYWORDS: Orks

 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 rippa 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 rippa claws, 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.