

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

AUFSTELLUNG
1x Meka-Dread [Legends]
Equipped with: 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, Walker, Meka-Dread
FACTION KEYWORDS: Orks

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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.

Mekaniak
At the end of your Movement phase, you can select one friendly ORKS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

WEAPON ABILITIES

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.