

DEFF DREAD

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

AUFSTELLUNG

1x Deff Dread (60mm)

Equipped with: Big shoota, Kustom mega-blasta, Rokkit launcha, Skorcha, Dread klaw, Stompy feet

Wargear Options:

- This model must be equipped with 4 of: Dread klaw, Big shoota, Kustom mega-blasta, Rokkit launcha, Skorcha.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread klaw DEAD CHOPPY	Melee	4	3+	12	-2	3
Stompy feet	Melee	4	3+	5	0	1

ABILITIES

RULES - Deadly Demise 1

Piston-driven Brutality

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

