

MEGATRAKK SCRAPJET

M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	

AUFSTELLUNG

1x Megatrakk Scrapjet (150x95mm Oval Base)

Equipped with: Rokkit cannon, Twin big shoota, Wing missiles, Nose drill

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit cannon BLAST	24"	D6+1	5+	9	-2	3
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nose drill	Melee	4	4+	8	-1	2

ABILITIES

RULES - Deadly Demise 1

Drill Through

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 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).*



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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.