

MEKA-DREAD [LEGENDS]

M	T	SV	W	LD	OC	
8"	10	2+	16	7+	5	6+

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.

⦿ 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

RULES - Deadly Demise D6

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 RULES

Twin-linked

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

