

ORKS

MEGA DREAD

[LEGENDS]

225 PTS



M

8"

T

10

SV

2+

W

16

LD

7+

OC

5

6+

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

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.

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 RULES

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").