

ORKS

MEKA-DREAD

[LEGENDS]

210 PTS

M

8"

T

10

SV

2+

W

16

LD

7+

OC

5

6+

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

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.

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 klaws, 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.

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").

