

DRED MOB

POINTS: 50 + MODELS

Some Meks and Doks are so obsessed with making Killa Kanz and Dreadnoughts that they can't stop themselves, occasionally even installing an Ork boy into one of their creations without permission (after the boy has had a heavy night on the fungus beer, or has innocently agreed to be operated upon by the Dok). It usually isn't long before these boyz leave their tribe, or are

driven out, and become Freebooterz known as a Dred mob. When they think they have created the ultimate Dreadnought mob, the Mek and Dok stride into the nearest Ork settlement and treat the Warboss to an impressive demonstration (such as demolishing his stronghold). Quicker than you can kick a Grot, the Dred Mob's been hired to lead the next assault.

Ugulskar's Dred Mob of Dredness Piscina Campaign Kadalus Harbour

Ugulskar's Dred Mob were famous for smashing not just their foes, but all surrounding buildings and fortifications as well. They left a trail of devastation like a scar across the face of Piscina V.

BIG DRED



Big Dred Dethklanka, equipped with force field

Notorious Dred Mobs:

- Da Stompas,
- Feet of Gork,
- Klockwerk Killas,
- Da Steam Brigade,
- Ughzak's Rippaz,
- Da Metal Mob,
- Klawstompas,
- Boggtrot's Iron Deff.

DREADNOUGHT



Panzee Stampa

DREADNOUGHT



Skum Smasha

KILLER KANZ

Da Soopakanz



KILLER KANZ

Ugulskar's Krumpas



FORMATION:

4+ of the following units:
Stompa,
Ork Dreadnought,
Three-strong Killer Kan mob.

SPECIAL RULES:

Keep da Dreds Movin': All of the vehicles in the Dred Mob count as having Grot Riggers.

Da Big Dred One: A single walker in the Dred Mob must be nominated as Da Big Dred, and has an elaborate kustom force field mounted upon it. Any walker at least partially within 12" of Da Big Dred counts as being an obscured target.