



## MEA TECHNICAL

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A tribute to the MEA's adaptability, trucks such as these Technicals are often used as transports and weapon platforms.

*Technical w/PKM MG*

None

| Size | Move | Close Combat | Target | Armour | Kill |
|------|------|--------------|--------|--------|------|
| 2    | 12"  | D10          | 6+     | 6+     | 8+   |

**Transport**

Weapons

### PKM MG

Range: 30" Damage: 3xD6

**PKM MG:** Causes a -1 penalty on Armour rolls. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Transport:** The Technical may carry up to 8 Size 1 models. Models may mount the Technical simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Technical, than both the models and the Technical may only take a single action in that turn. Up to 4 models may fire from the Technical at a -1 penalty to their Damage dice if the Technical takes a Shoot action. The MG may not fire if any models are being carried. If the Technical is destroyed, every model on board will immediately suffer a D6 Damage Dice.

**Tough:** The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The Technical is immune to Suppression

**Army List:** Up to three Technicals may be purchased for each Transport slot.

Material

Options

Statistics

Special Rules