KILLA KANS

130–275 PTS

M	T	Sv	W	LD	OC
8"	7	3+	5	8+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Kan Blasta - Dakka BLAST 1, IGNORES COVER, SUSTAINED HITS 1	24"	4	4+	6	-1	1
➤ Kan Blasta - Kill Shot	24"	2	4+	10	-2	3
➤ Kan Blasta - Point Blank BLAST 2, TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kan Klaw	Melee	3	4+	8	-2	3

ABILITIES

Spiteful Power Trip
This unit's attacks that target a unit that has no models with a T of 7+ have +1 to hit rolls.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

CORE RULES

Deadly Demise 1
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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

3-6x Killa Kan (60mm)

Equipped with: ➤ Kan Blasta - Dakka, ➤ Kan Blasta - Kill Shot, ➤ Kan Blasta - Point Blank, Kan Klaw

KEYWORDS: Vehicle, Walker, Killa Kans, Grots
FACTION KEYWORDS: Orks