

KILL TANK [LEGENDS]

300 PTS

M	T	Sv	W	LD	OC
12"	12	3+	24	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Lobba BLAST 3, INDIRECT FIRE	48"	3	5+	5	0	1
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
Zzap Gun ANTI-MONSTER/VEHICLE 4+, DEVASTATING WOUNDS: MONSTER/VEHICLE, RAPID FIRE 2, SUSTAINED HITS 2	36"	2	5+	8	-2	4
► Kannon - Frag BLAST 2	48"	2D6	5+	6	-1	1
► Kannon - Shell HEAVY	48"	2	5+	12	-3	D3+3
► Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
► Rokkit Launcha - Busta	24"	2	5+	10	-2	3
► Tank Kannon - Blasta BLAST 2	48"	10	5+	6	-1	1
► Tank Kannon - Tankhamma HEAVY	48"	2	5+	16	-3	D6+6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 2	Melee	6	3+	8	-2	2
Deff Rolla	Melee	6	3+	10	-2	3

ABILITIES

- Da Biggest Boom**
In your Shooting phase, when this unit has shot, you can select one enemy unit hit by this unit's Tank Kannon attacks. If you do, enemy units (excluding MONSTER/VEHICLE units) within 3" of that enemy unit make a battle-shock roll.
- Rolling Fortress**
When an attack targets a friendly ORKS unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.

TRANSPORT

Kill Tank
This model has a transport capacity of 12 Orks Infantry models. Each Mega Armour, Jump Pack model takes up the space of 2 models. Each Ghazghkull Thraka model takes up the space of 4 models.



AUFSTELLUNG
1x Kill Tank [Legends]
Equipped with: Big Shoota, Lobba, Skorcha, Zzap Gun, ► Kannon - Frag, ► Kannon - Shell, ► Rokkit Launcha - Blasta, ► Rokkit Launcha - Busta, ► Tank Kannon - Blasta, ► Tank Kannon - Tankhamma, Crushin' Bulk, Deff Rolla
Wargear Options:
■ This model can replace its 2 Big Shootas with 2 Rokkit Launchas or 2 Skorchas.
■ This model can be equipped with up to 2x Big Shoota.
■ This model can replace its Tank Kannon and Crushin' Bulk with 2x Deff Rolla.



KEYWORDS: Vehicle, Transport, Kill Tank, Wagon, Frame
FACTION KEYWORDS: Orks

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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 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").

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.

Firing Deck 12

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

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