

KILL TANK [LEGENDS]

Deadly Demise D6 Firing Deck 12 Waaagh!

M

12"

T

12

SV

3+

W

24

LD

6+

OC

10

300 PTS

Base —



3

BESCHUSS

Big Shoota

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	5+	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Lobba

BLAST 3

INDIRECT FIRE

R	A	BS	S	AP	D
48"	3	5+	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Skorcha

BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	0	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Zzap Gun

ANTI-MONSTER/VEHICLE 4+

DEVASTATING WOUNDS: MONSTER/VEHICLE

RAPID FIRE 2

SUSTAINED HITS 2

R	A	BS	S	AP	D
36"	2	5+	8	-2	4

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

► Kannon - Frag

BLAST 2

R	A	BS	S	AP	D
48"	2D6	5+	6	-1	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

► Kannon - Shell

HEAVY

R	A	BS	S	AP	D
48"	2	5+	12	-3	D3+3

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

► Rokkit Launcha - Blasta

BLAST 2

R	A	BS	S	AP	D
24"	2	5+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Rokkit Launcha - Busta

R	A	BS	S	AP	D
24"	2	5+	10	-2	3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

► Tank Kannon - Blasta

BLAST 2

R	A	BS	S	AP	D
48"	10	5+	6	-1	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

► Tank Kannon - Tankhamma

HEAVY

R	A	BS	S	AP	D
48"	2	5+	16	-3	D6+6

VERWUNDET

2+

T1-8

3+

T9-15

4+

T16

5+

T17-31

6+

T32+

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.

5

NAHKAMPF

Crushin' Bulk

CLEAVE 2

R	A	WS	S	AP	D
Melee	6	3+	8	-2	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Deff Rolla

R	A	WS	S	AP	D
Melee	6	3+	10	-2	3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

GEGEN DIESE EINHEIT

W12 · RW 3+ · 24 LP je Modell

WIRD VERWUNDET MIT

<div>2+</div> <div>S24+</div>	<div>3+</div> <div>S13-23</div>	<div>4+</div> <div>S12</div>	<div>5+</div> <div>S7-11</div>	<div>6+</div> <div>S1-6</div>
<div>RETTUNGSWURF JE DS</div> <div>DS 0</div> <div>3+</div>	<div>DS -1</div> <div>4+</div>	<div>DS -2</div> <div>5+</div>	<div>DS -3</div> <div>6+</div>	<div>DS -4</div> <div>-</div>

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF

VERTEIDIGUNG

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.

∞
IMMER / EINMALIG

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.
Firing Deck 12 This ability always takes the form Firing Deck X.
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Kill Tank [Legends]

Ausrüstung: 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

- 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 Crushing Bulk with Deff Rolla and 3 Zzap Guns.
- This model must be equipped with 3 of: Lobba, Kannon, Zzap Gun.

Transport

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.