

ORKS

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

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

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.

Kill Tank (Transport)

Capacity: 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.

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").

◇ 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.

◇ 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.