

ORKS

KILLA
KANS

130–275 PTS



M

8"

T

7

SV

3+

W

5

LD

8+

OC

2

6+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

3-6x Killa Kan (60mm)

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

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.

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").

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.

