

KILL KRUSHA [LEGENDS]230 PTS

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 12 | 3+ | 22 | 7+ | 8  |

INVULNERABLE  
SAVE

6+

RANGED WEAPONS

| WEAPON                                         | RANGE | A   | BS  | S  | AP | D |
|------------------------------------------------|-------|-----|-----|----|----|---|
| Rokkit launcha<br>BLAST                        | 24"   | D3  | 5+  | 9  | -2 | 3 |
| Skorcha<br>IGNORES COVER<br>TORRENT            | 12"   | D6  | N/A | 5  | -1 | 1 |
| Twin big shoota<br>RAPID FIRE 2<br>TWIN-LINKED | 36"   | 3   | 5+  | 5  | 0  | 1 |
| ► Krusha kannon - blast burna<br>BLAST         | 48"   | 3D6 | 5+  | 6  | -1 | 1 |
| ► Krusha kannon - tankhamma shell<br>HEAVY     | 60"   | 1   | 5+  | 16 | -3 | 6 |

MELEE WEAPONS

| WEAPON            | RANGE | A | WS | S | AP | D |
|-------------------|-------|---|----|---|----|---|
| Tracks and wheels | Melee | 6 | 4+ | 8 | -1 | 1 |

ABILITIES

- Da Biggest Booms**  
In your Shooting phase, just after selecting a target for this model's krusha kannon, the target unit and every other enemy INFANTRY unit within 3" of that unit must take a Battle-shock test.
- Damaged: 1-7 Wounds Remaining**  
While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Blast**  
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.  
*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Heavy**  
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
  - That unit is unengaged.
  - That unit was not set up on the battlefield this turn.
  - No model in that unit has moved more than 3" this turn.
- Ignores Cover**  
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Torrent**  
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**  
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Kill Krusha [Legends]
- Equipped with:** Rokkit launcha, Skorcha, Twin big shoota, ► Krusha kannon - blast burna, ► Krusha kannon - tankhamma shell, Tracks and wheels
- Wargear Options:**
  - This model can be equipped with up to 2 of: 2 Rokkit launchas, Twin big shoota, Skorcha.



KEYWORDS: Vehicle, Titanic,  
Transport, Kill Krusha

FACTION KEYWORDS: Orks

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SAVE



CORE RULES

Deadly Demise D6+2

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.

TRANSPORT

Kill Krusha

This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. This model cannot transport GHAZGHKULL THRAKA models.