

KILL TANK [LEGENDS]

295 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bursta kannon BLAST	36"	3D6	5+	14	-2	3
Giga shoota SUSTAINED HITS 1	48"	30	5+	6	-1	1
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Reinforced ram	Melee	8	4+	9	-1	2

ABILITIES

- Damaged: 1-8 Wounds Remaining**
While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Wall of Dakka**
Each time this model makes a ranged attack that targets a unit within half range, add 1 to 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).
- 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).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- 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 Tank [Legends]
- Equipped with:** Bursta kannon, Giga shoota, Skorcha, Twin big shoota, Reinforced ram
- Wargear Options:**
 - This model can replace its Bursta kannon with Giga shoota.



KEYWORDS: Vehicle, Titanic, Transport, Kill Tank

FACTION KEYWORDS: Orks

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12"	12	3+	24	6+	10

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.

TRANSPORT

Kill Tank

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. It cannot transport GHAZGHKULL THRAKA models.