

KILL KRUSHA [LEGENDS]

M	T	SV	W	LD	OC	
10"	12	3+	22	7+	8	6+

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.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
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
► Krusha kannon - blast burna BLAST	48"	3D6	5+	6	-1	1
► Krusha kannon - tankhamma shell HEAVY	60"	1	5+	16	-3	6

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Deadly Demise D6+2, Firing Deck 12

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.

Kill Krusha (Transport)

Capacity: 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.



Tracks and wheels	Melee	6	4+	8	-1	1
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WEAPON RULES

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.