

KILLA KANS

M	T	SV	W	LD	OC	
6"	6	3+	5	8+	2	6+

AUFSTELLUNG

3-6x Killa Kan w/ Kan shoota oder Killa Kan w/ Grotzooka oder Killa Kan w/ Rokkit launcha oder Killa Kan w/ Skorcha (60mm)

Equipped with: Grotzooka, Kan shoota, Rokkit launcha, Skorcha, Kan klaw

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grotzooka BLAST, IGNORES COVER	18"	D3+3	4+	6	-1	1
Kan shoota DEVASTATING WOUNDS, RAPID FIRE 2	36"	3	4+	5	0	1
Rokkit launcha BLAST	24"	D3	4+	9	-2	3
Skorcha IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise 1

Shooty Power Trip

Each time this unit is selected to shoot, you can roll one D6:

- On a 1-2, this unit suffers D3 mortal wounds.
- On a 3-4, until the end of the phase, add 1 to the Strength characteristic of ranged weapons equipped by models in this unit.
- On a 5-6, until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in this unit.



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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.