

ORKS

KILL KRUSHA

[LEGENDS]

230 PTS



M10"

T12

SV3+

W22

LD7+

OC8

6+

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
Tracks and wheels	Melee	6	4+	8	-1	1

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.

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.

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.



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.

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").

◆ 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.