

ORKS

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

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.

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.

Kill Tank (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. It 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).*

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.

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").