

ORKS

KILLA
KANs

120–240 PTS



M

6"

T

6

SV

3+

W

5

LD

8+

OC

2

6+

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

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

ABILITIES

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.

CORE RULES

◇ Deadly Demise 1

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").

