

KAPTIN KILLERS

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Tellyporta

In the Deploy Armies step, select one Meganobz unit from your army. Until the end of the battle, models in that unit have the Deep Strike ability.

Gnasher Squig Crates

Warboss model only. In your Command phase, you can select one Nobz or Meganobz unit from your army (excluding Battle-shocked units) that is within 6" of the bearer and is within range of an objective marker. If there are no enemy models within range of that objective marker, it is Secured by your army.

DETACHMENT RULE

You can include up to two of the following units (duplicates are not allowed):

- Big Mek in Mega Armour
- Infantry Warboss (excluding Warboss in Mega Armour)
- Warboss in Mega Armour

You can include up to two of each of the following units:

- Meganobz (3 models)
- Nobz (5 or 10 models)

STRATAGEMS (4/4)

1 CP KAPTIN KILLERS – BATTLE TACTIC STRATAGEM MOVEMENT

CORNERED AND KRUMPED

When: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.

Target: One ORKS unit from your army that is within Engagement Range of that enemy unit.

Effect: Your unit can fight as if it were the Fight phase, but when doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, an unmodified Hit roll of 6 is required to score a hit.

1 CP KAPTIN KILLERS – STRATEGIC PLOY STRATAGEM MOVEMENT

LOOT ON THE MOVE

When: Your Movement phase, just after an ORKS unit from your army opens a Hatchway.

Target: That ORKS unit.

Effect: Until the end of the battle, that Hatchway cannot be closed. Until the end of the turn, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP KAPTIN KILLERS – STRATEGIC PLOY STRATAGEM MOVEMENT

PILE THROUGH

When: Your Movement phase, just after an ORKS unit from your army opens a Hatchway.

Target: That ORKS unit.

Effect: Until the end of the turn, your unit has the Fights First ability.

1 CP KAPTIN KILLERS – EPIC DEED STRATAGEM CHARGE

PIT FIGHTER

When: Your Charge phase.

Target: One WARBOSS model from your army.

Effect: Until the end of the phase, your model is eligible to declare a charge in a turn in which it Fell Back.