

Ork Kill Krusha ‘Eavy Tank

Points: 295

Kill Krushas are a heavy Ork tank design, based around the twin Ork loves of speed and extreme violence. These ‘mirakles’ of Orkish mekboy fabrication are alarmingly complex creations, high-sided and heavily armoured, whose internal spaces are filled with a mass of hydraulics, pistons, mechanised loader-gubbins and a very large and extremely temperamental engines. These are all tended by the frantic ministrations of numerous Grots who keep the rattling monster tank going with constant hammer blows, polishing and judicious application of oiler squigs. The tank’s main gun is its Krusha Kannon; a heavy bore, high velocity weapon capable of firing a variety of different shells. As well as standard explosive rounds, the Krusha Kannon can use armour-piecing ‘Tankhammas,’ shrapnel-filled ‘Scrap Kanisters’ able to rip open swathes of enemy infantry and incendiary ‘Blast Burnas’ which can drench fortifications with burning chemicals to roast alive anyone caught inside.

The first Kill Krushas were believed to have been produced by the infamous Murda-Meks of Tigrus, —once an Imperial forge world overrun by the Orks in M.35 but has been churning out weapons and war machines for the highest Ork bidder ever since, and the Kill Krusha design has spread to numerous Waaaghs across the galaxy.

	BS	F	S	R
Kill Krusha	2	14	12	10

Unit: 1 Kill Krusha

Type: Super-heavy tank, Fast

Structure Points: 3

Transport: The Kill Krusha has a transport capacity of 12 (The Orks in this case actually clinging to the outside,) and counts as open topped only for the purposes of assaulting and embarking/disembarking, not for damage or other means.

Weapons and Equipment

—Turret Mounted Krusha Kannon (choose and declare which type of shell you wish to use each time this kannon is fired)

—Grot Riggers

Weapon	Range	STR	AP	Special
Krusha Kannon	-	-	-	Primary Weapon
— Boom Shell	60”	8	3	Ordinance 1, 5”
Blast				
— Tankhamma shell	60”	10	2	Ordinance 1
— Scrap Kanister	Hellstorm	5	4	Heavy 1
— Blast Burna	42”	4	5	Heavy 1, 7” Blast,
No Cover saves				
Big Shoota	36”	5	5	Assault 3

Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1

Options

- The Kill Krusha may be given up to a total of five extra weapons chosen from the following; Big Shoota +5 points each, Skorcha +5 points each, Rokkit Launcha +10 points each, Twin Big Shoota +10 points each, Twin Rokkit Launcha +15 points each.
- The Kill Krusha may be equipped with a Deff Rolla for +25 points.
- The Kill Krusha may be equipped with up to two Grot Bombs for +20 points each.
- The Kill Krusha may have up to two Grot Sponsons at +5 points each.

Special Rules

Loader Gubbins: While the Krusha Kannon's grot-served auto-loader gubbins are a miracle of Orky design, they don't always work as they should. Every time the Kannon is fired, declare which kind of shell you are trying to use and roll a D6. If you roll a '1' then roll again on the following table.

1-2: **Dud:** The gun jams, the grots get caught in the gears or the elastic breaks, no shot is fired this turn.

3-5: **You mean 'dis one?'** The Kannon fires a boom shell regardless of the type the Ork Kommander is bellowing for, Grots love the boom.

6: **Not that way!** The shell is fitted in backwards or something equally catastrophic occurs, the Kill Krusha suffers an automatic Glancing Hit and no shell is fired.

Highly Sprung: If the Kill Krusha suffers a Drive Damaged result on the Super-Heavy Damage Table; then the tank's track springs fly everywhere and vital bits fall off, —treat this as an Immobilised result instead.

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Grot Sponsons

For an Ork there's no such thing as too many 'gunz' on a vehicle, even if there's no more room for them in the hull. One solution to this problem is to cobble together some extra platforms and cages for the outside of a vehicle, fit them with some spare big shootas and strap in enthusiastic and completely disposable Grots to fire them. The Grots involved usually have short lived but loud careers as gunners.

Rules: Each Grot Sponson is an additional Big Shoota which uses a BS of '3'. Instead of being treated as standard vehicle mounted weapon, the Grot Sponson uses the same rules for firing as transported models using Firing Points (see the Warhammer 40,000 rulebook for more details,) and is not counted as a weapon for the vehicle itself taking damage. However, because of their precarious nature, every time a vehicle with Grot Sponsons suffers a Glancing or Penetrating hit, roll a D6 for each sponson which is destroyed on a roll of 4+ as the Grot is either splattered across the hull or the whole rig simply falls off!

Any Ork vehicle with 'Tank' listed in its type can have up to two Grot Sponsons at +5 points each.

Ork Mega-Dread

Points: 175

The Mega-Dread is a hulking, armour-plated monster of a walker, much larger and considerably more powerful than the more commonly encountered Killa Kans and Deff Dreads in the Orkish arsenal. Mega-Dreads are usually fitted with a combination of weapons, including some such as the Killkannon which are simply too powerful for their smaller counterparts to carry, and Rippa-claws; gigantic shear-bladed pincers able to rip open heavily armoured tanks like ripe fruit.

Some mekboyz specialize in building these eccentric creations which make for deadly fighters and devastating siege-breakers, with no two they create exactly alike. They fit enormous hydraulic power in a relatively compact frame which makes them extremely flexible on the battlefield, as opposed to the much larger but less mobile Stompa, (which while mounting a plethora of guns is more akin to a walking fortress than a dreadnought in battle.)

Mega-Dreads are highly prized by Ork Warbosses, many of which are willing to hand over a fortune in Teef to acquire them, few Big Meks have the skill to create them and the competition to pilot them is fierce. Orks that do so often go quite insane with the joy of the sheer damage their machines can inflict.

	WS	BS	S	F	S	R	I	A
Mega-Dead	4	2	8(10)	13	13	11	2	3

Composition: 1 Ork Mega-Dread

Unit Type: Vehicle (Walker)

Weapons and Equipment

- Killkannon
- Rippa Klaw
- Two Big Shootas
- Armour Plates

Weapon	Range	STR	AP	Special
Killkannon Blast	24"	7	3	Ordnance 1, 5"
Big Shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1

Options

- The Mega-Dread may replace its Killkannon for an additional Rippa Klaw (granting it +1 Attack) for free.

- The Mega-Dread may replace its Rippa Klaw upgrading its Killkannon to become twin linked (losing -1 Attack) for +35 points.
- The Mega-Dread may replace one or both of its Big Shootas for Skorchas for free, Rocket Launchers for +5 points each, or Mega-Blastas for +10 points.
- The Mega-Dread may have Grot Riggas for +5 points
- The Mega-Dread may have a Mega-Charga for +15 points

Special Rules

Ramshackle Monster: The Mega-Dread is a smoke-belching monstrosity, heavily plated with ablative armour and is a difficult machine to stop once it's got going! It has a 5+ Invulnerable save against attacks.

Rippa-Klaw: The Rippa Klaw is counted as a dreadnought close combat weapon, and adds +1 to the result rolled on the vehicle damage chart. Additionally in *Cities of Death* games a model equipped with a Rippa-Klaw always counts as having a Wrecker Stratagem.

Mega-Charga: This upgrade may be used once per game. At the start of the movement phase, roll a D6, on the roll of a '1' the Mega-Dread is immobilised (note the Ramshackle Monster rules do not apply to this damage), on any other result, the Mega-Dread gains the Fleet universal special rule for this turn.

A Mega-Dread is a Heavy Support choice for an Ork army.