

KHORNE LORD OF SKULLS

M12"

T13

SV3+

W24

LD6+

OC8

RW5+

505 PTS

Base Hull



Blessings of Khorne

Deadly Demise D6+2

Super-Heavy Walker

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Daemongore cannonBLASTRAPID FIRE 3

R	A	BS	S	AP	D
18"	D6	4+	14	-4	D6+2

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

Gorestorm cannonBLASTRAPID FIRE 3

R	A	BS	S	AP	D
24"	D6+3	4+	10	-2	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Hades gatling cannonRAPID FIRE 6SUSTAINED HITS 1

R	A	BS	S	AP	D
48"	12	4+	8	-2	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Ichor cannonBLASTRAPID FIRE 4

R	A	BS	S	AP	D
48"	2D6	4+	7	-2	2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

SkullhurlerRAPID FIRE 3

R	A	BS	S	AP	D
60"	2D6	4+	14	-3	3

VERWUNDET

2+T1-7

3+T8-13

4+T14

5+T15-27

6+T28+

4ANGRIFF

5NAHKAMPF

Great cleaver of Khorne - strike

R	A	WS	S	AP	D
Melee	6	3+	16	-4	8

VERWUNDET

2+T1-8

3+T9-15

4+T16

5+T17-31

6+T32+

Great cleaver of Khorne - sweep

R	A	WS	S	AP	D
Melee	18	3+	8	-2	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

VERTEIDIGUNG

IMMER / EINMALIG

Idol of Blessed Blood

At the start of the battle round, if this unit is on the battlefield, when you make a Blessings of Khorne roll, roll one additional D6.

GEGEN DIESE EINHEIT

W13 · RW 3+ · 5++ · 24 LP je Modell

WIRD VERWUNDET MIT

2+S26+	3+S14-25	4+S13	5+S7-12	6+S1-6
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RETTUNGSWURF JE DS

DS 03+	DS -14+	DS -25+	DS -35++	DS -45++
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Damaged: 1-8 wounds remaining

While this model has 1-8 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.

REGELN & KEYWORDS KURZ

Blessings of Khorne If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll.

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

Super-Heavy Walker Each time a unit with this ability makes a normal, advance or fall-back move: - Models in that unit can move through models (including MONSTER/VEHICLE models, but exclud...

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 (roun...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Khorne Lord of Skulls

Ausrüstung: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ► Great cleaver of Khorne - strike, ► Great cleaver of Khorne - sweep

- This model can replace its Hades gatling cannon with Skullhurler.
- This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.

KEYWORDS Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame · FRAKTION World Eaters