CHAOS - WORLD EATERS

LORD ON JUGGERNAUT

Leader | Blessings of Khorne

M	T	SV	W	LD	OC	RW
10"	6	3+	7	6+	2	4+

95 PTS
Base 90x52.5mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

Aggressive Advance

While this model is leading a unit, models in that unit have a Move characteristic of 10" and each time a model in that unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally though terrain features.

3 BESCHUSS

➤ Plasma pistol - standard [PISTOL]

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge

[HAZARDOUS] [PISTOL]

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

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5 NAHKAMPF

Bladed horn [EXTRA ATTACKS] [LANCE]

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Exalted chainblade

R	A	WS	S	AP	D
Melee	7	2+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Crush All Who Stand Before Us

Each time this model's unit is selected to fight, you can use this ability. When determining which models in this unit are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

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.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

[EXTRA ATTACKS] Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

[HAZARDOUS] Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

[LANCE] Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

[PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Lord on Juggernaut

Ausrüstung: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Bladed horn, Exalted chainblade

Anführer

This model can be attached to the following units: EIGHTBOUND, EXALTED EIGHTBOUND, KHORNE BERZERKERS

KEYWORDS Mounted, Character, Chaos, Khorne, Lord on Juggernaut · **FRAKTION** World Eaters