

# KHORNE LORD OF SKULLS

|     |    |    |    |    |    |                                                                                   |
|-----|----|----|----|----|----|-----------------------------------------------------------------------------------|
| M   | T  | SV | W  | LD | OC |  |
| 12" | 13 | 3+ | 24 | 6+ | 8  |                                                                                   |

## AUFSTELLUNG

1x Khorne Lord of Skulls (Hull)

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

## Wargear Options:

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

## ⚔ RANGED WEAPONS

| WEAPON                                                 | RANGE | A    | BS | S  | AP | D    |
|--------------------------------------------------------|-------|------|----|----|----|------|
| Daemongore cannon<br>BLAST, RAPID FIRE 3               | 18"   | D6   | 4+ | 14 | -4 | D6+2 |
| Gorestorm cannon<br>BLAST, RAPID FIRE 3                | 24"   | D6+3 | 4+ | 10 | -2 | 3    |
| Hades gatling cannon<br>RAPID FIRE 6, SUSTAINED HITS 1 | 48"   | 12   | 4+ | 8  | -2 | 2    |
| Ichor cannon<br>BLAST, RAPID FIRE 4                    | 48"   | 2D6  | 4+ | 7  | -2 | 2    |
| Skullhurler<br>RAPID FIRE 3                            | 60"   | 2D6  | 4+ | 14 | -3 | 3    |

## ABILITIES

**RULES** - Blessings of Khorne, Deadly Demise D6+2, Super-Heavy Walker

### 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.

### 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.



## ✂ MELEE WEAPONS

| WEAPON                             | RANGE | A  | WS | S  | AP | D |
|------------------------------------|-------|----|----|----|----|---|
| ► Great cleaver of Khorne - strike | Melee | 6  | 3+ | 16 | -4 | 8 |
| ► Great cleaver of Khorne - sweep  | Melee | 18 | 3+ | 8  | -2 | 2 |

### 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.

## 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).*

### 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).*



### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

