

Khârn the Betrayer

M	T	SV	W	LD	OC	
8"	5	3+	5	6+	1	

AUFSTELLUNG

1x Khârn the Betrayer (40mm)

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Gorechild

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard <small>PISTOL</small>	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge <small>HAZARDOUS, PISTOL</small>	12"	1	3+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gorechild	Melee	8	2+	7	-2	3

ABILITIES

CORE - Leader

RULES - Blessings of Khorne, Leader

Berserker Frenzy

The first time this model is destroyed, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

Legendary Killer

While this model is leading a unit, each time a model in that unit makes a melee attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

The Betrayer

At the end of your Charge phase, if this unit is on the battlefield, is unengaged, and contains a bodyguard model, this unit makes a leadership roll:

- If that leadership roll is failed, one bodyguard model in this unit is destroyed.



Leader

This model can be attached to the following unit: KHORNE
BERZERKERS

WEAPON RULES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

