LORD ON JUGGERNAUT

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

AUFSTELLUNG

1x Lord on Juggernaut (90x52.5mm Oval Base)

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS, LANCE	Melee	4	3+	6	-1	2
Exalted chainblade	Melee	7	2+	6	-1	2

ABILITIES

CORE - Leader

RULES - Blessings of Khorne, Leader

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.

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.

Leader

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

KEYWORDS: Mounted, Character, Chaos, Khorne, Lord on Juggernaut

WEAPON RULES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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.

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.

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.