

KOR'SARRO KHAN

M	T	SV	W	LD	OC	
6"	5	3+	5	6+	1	4+

AUFSTELLUNG

1x Kor'sarro Khan (40mm)

Equipped with: Anzuq, Bolt pistol, Moonfang

Wargear Options:

- This model can be equipped with 1x Warlord.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anzuq ANTI-INFANTRY 4+, CLOSE-QUARTERS, DEVASTATING WOUNDS: INFANTRY	18"	2	3+	4	-1	2
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Moonfang ANTI-CHARACTER 5+, DEVASTATING WOUNDS, PRECISION	Melee	6	2+	6	-3	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader, Transhuman Strategist

For the Khan!

- This unit's ranged attacks have [ASSAULT]
- This unit's melee attacks have [LANCE].

Trophy Taker

This unit's attacks that target a Character unit can:

- Re-roll hit rolls of 1
- Re-roll wound rolls of 1.

Leader

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, VANGUARD VETERAN SQUAD

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Kor'sarro Khan, Tacticus, Leader, Explosives



FACTION: Adeptus Astartes, White Scars **80 PTS**

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

