SUBODEN KHAN

M	T	SV	W	LD	OC
12"	6	3+	8	6+	2

4+

AUFSTELLUNG

1x Suboden Khan (90x52.5mm Oval Base)

Equipped with: Heavy Bolt Pistol, Onslaught Gatling Cannon, Power Sword, Stormtooth

Wargear Options:

■ This model can be equipped with 1x Warlord.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	8	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Sword EXTRA ATTACKS, SUSTAINED HITS 1: NON-MONSTER/ VEHICLE	Melee	3	2+	5	-2	1
Stormtooth LANCE, ANTI-MONSTER/VEHICLE 4+	Melee	6	2+	7	-3	2

ABILITIES

CORE - Leader

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

Skilled Riders

This unit has Mobile.

Spear of Chogoris

- This unit's ranged attacks have [Assault].

- When this unit is selected to make an advance move, that advance move does not prevent this unit from being eligible to declare a charge.

- If the assault doctrine is active for this unit, this unit has +1 to advance rolls and charge rolls.

Leader

This model can be attached to the following units: OUTRIDER SQUAD

KEYWORDS: Mounted, Character, Epic Hero, Imperium, Grenades, Captain, Suboden Khan, Leader

FACTION: Adeptus Astartes, White Scars **105 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.*

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.

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.

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).*