

SKULL CANNON

M	T	SV	W	LD	OC	
8"	9	4+	9	7+	3	

AUFSTELLUNG

1x Skull Cannon (120x92mm Oval Base)

Equipped with: Skull cannon, Attendant's hellblades, Biting maw

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skull cannon <small>BLAST</small>	48"	D6+2	3+	9	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attendant's hellblades <small>EXTRA ATTACKS</small>	Melee	4	3+	5	-2	2
Biting maw	Melee	2	4+	6	0	2

ABILITIES

RULES - Deep Strike, The Shadow of Chaos, Warp Rifts

Murderer's Cowl

This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Skulls of the Fallen

In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. That unit must take a Battle-shock test.



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).*

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.

