

KHORNE LORD OF SKULLS - CHAOS -
CHAOS SPACE MARINES

450 PTS

M	T	Sv	W	LD	OC
8"	13	3+	24	6+	8

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Khorne Lord of Skulls
Equipped with: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ➤ Great cleaver of Khorne - strike, ➤ Great cleaver of Khorne - sweep
Wargear Options:
■ This model can replace its Hades gatling cannon with Skullhurler.
■ This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.

KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame
FACTION KEYWORDS: Heretic Astartes

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST	18"	D6	3+	14	-4	D6+2
Gorestorm cannon BLAST	24"	D6+3	3+	10	-2	3
Hades gatling cannon SUSTAINED HITS 1	48"	12	3+	8	-2	2
Ichor cannon BLAST	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Great cleaver of Khorne - strike	Melee	5	3+	16	-4	8
➤ Great cleaver of Khorne - sweep	Melee	15	3+	8	-2	2

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Plough Through the Enemy
In the Fight phase, after this model has finished making its attacks, if this model destroyed one or more enemy units this phase, each enemy unit within 6" of this model must take a Battle-shock test.

WEAPON ABILITIES

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).*

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).*

FACTION RULES

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Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.