

KOR'SARRO KHAN - IMPERIUM - WHITE SCARS

55 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Kor'sarro Khan
Equipped with: Moonfang
Wargear Options:
■ This model can be equipped with 1x Warlord.

KEYWORDS: Epic Hero, Character, Infantry, Captain, Imperium, Kor'sarro Khan, Tacticus, Leader
FACTION KEYWORDS: Adeptus Astartes, White Scars

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

For the Khan!
While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability and melee weapons equipped by models in that unit have the [LANCE] ability.

Inspiring Commander
If you include this model in your army, until the end of the battle, non-Character models in Outrider Squad units from your army have an Objective Control characteristic of 3 while they are not Battle-shocked.

Trophy Taker
Each time this model destroys an enemy Character model, you gain 1CP

Leader
This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

WEAPON ABILITIES

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.

CORE RULES

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Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.