



SUBODEN KHAN

90 PTS

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Onslaught Gatling Cannon DEVASTATING WOUNDS	24"	8	2+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Sword	Melee	8	2+	5	-2	1
Stormtooth LANCE, ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	6	2+	6	-2	2

AUFSTELLUNG

1x Suboden Khan

Equipped with: Onslaught Gatling Cannon, Power Sword, Stormtooth

Wargear Options:

- This model can be equipped with 1x Warlord.

ABILITIES

CORE - Leader

Skilled Riders

Each time a model in this model's unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through terrain features.

Spear of Chogoris

This model's unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back. If that unit is already eligible to shoot and declare a charge in a turn in which it Advanced, add 1 to Advance and Charge rolls made for that unit instead.

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



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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.*

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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.

RULES

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.

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