

SKULLMASTER

M	T	SV	W	LD	OC	
10"	7	3+	6	7+	2	

AUFSTELLUNG

1x Skullmaster

Equipped with: Blade of blood, Juggernaut's bladed horn

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3
Juggernaut's bladed horn EXTRA ATTACKS, LANCE	Melee	4	4+	6	-1	1

ABILITIES

CORE - Leader

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

Devastating Charge

Each time this model's unit ends a Charge move, each enemy unit within Engagement Range of that unit must take a Battle-shock test.

Murderer's Cowl

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

Skullmaster's Fury

While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, Juggernaut's bladed horns equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Leader

This model can be attached to the following units:

- BLOODCRUSHERS



WEAPON RULES

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.