

KHORNE LORD OF SKULLS

M	T	SV	W	LD	OC	
12"	13	3+	24	6+	8	

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.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST, RAPID FIRE 3	18"	D6	4+	14	-4	D6+2
Gorestorm cannon BLAST, RAPID FIRE 3	24"	D6+3	4+	10	-2	3
Hades gatling cannon RAPID FIRE 6, SUSTAINED HITS 1	48"	12	4+	8	-2	2
Ichor cannon BLAST, RAPID FIRE 4	48"	2D6	4+	7	-2	2
Skullhurler RAPID FIRE 3	60"	2D6	4+	14	-3	3

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D6+2, Super-Heavy Walker

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.

Idol of Blessed Blood

At the start of the battle round, if this unit is on the battlefield, when you make a Blessings of Khorne roll, roll one additional D6.



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Great cleaver of Khorne - strike	Melee	6	3+	16	-4	8
► Great cleaver of Khorne - sweep	Melee	18	3+	8	-2	2

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

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).*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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).

