

LORD INVOCATUS

M	T	SV	W	LD	OC	
10"	6	3+	8	6+	2	4+

AUFSTELLUNG

1x Lord Invocatus

Equipped with: Bolt pistol, Bladed horn, Coward's Bane

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS, LANCE	Melee	4	3+	6	-1	2
Coward's Bane DEVASTATING WOUNDS	Melee	7	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Blessings of Khorne, Deep Strike, Leader, Scouts 6"

Bloody Stampede

Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model, then roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Fire Riders

While this model is leading a unit, models in that unit have the Deep Strike ability and each time a model in that unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through models and terrain features. When making a Normal, Advance or Fall Back move, models in that unit can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them and any Desperate Escape test is automatically passed.

Leader

This model can be attached to the following units: Eightbound, Exalted Eightbound, Khorne Berzerkers



WEAPON RULES

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.

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.



Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.