

KOR'SARRO KHAN

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

AUFSTELLUNG

1x Kor'sarro Khan

Equipped with: Moonfang

Wargear Options:

- This model can be equipped with 1x Warlord.

✂ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - 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 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.



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.

