

SUBODEN KHAN

M	T	SV	W	LD	OC	4+
12"	5	3+	8	6+	2	

AUFSTELLUNG

1x Suboden Khan

Equipped with: Onslaught Gatling Cannon, Power Sword, Stormtooth

Wargear Options:

- This model can be equipped with 1x Warlord.

⦿ 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

ABILITIES

CORE - Leader

RULES - 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



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.

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.

