

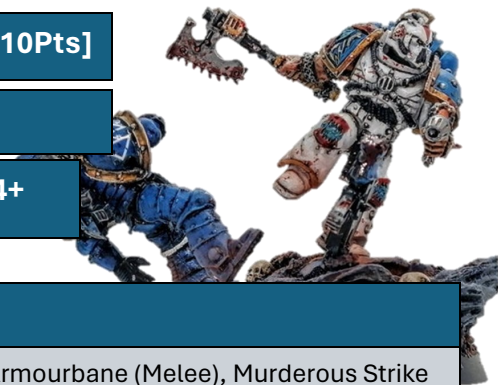
Kharn the Bloody	[210Pts]
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Categories	World Eaters, Master of the Legion, Unique
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Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	4+
7"	7	(5) 2+	4	4	3	5	4	10	2+		

Weapon	Range	Strength	AP	Type
Gorechild	-	+1	2	Melee, Specialist Weapon, Armourbane (Melee), Murderous Strike (3+), Shred
Plasma Pistol	12"	7	4	Pistol (1), Breaching (4+), Gets Hot

Rules	Description
Armourbane (Melee)	A weapon or model with this version of the Armourbane special rule only gains the benefits of Armourbane when attacking in close combat Roll additional D6 for armour penetration when targeting a Vehicle model or when targeting a model with the Automata or Dreadnought unit type, re-roll all failed rolls to wound instead.
Murderous Strike (X)	Wound rolls equal to or greater than X causes instant death, Roll any viable saves against this instant death causing wound separated and before any other wounds this attack inflicts
Shred	Reroll failed To Wound rolls in close combat
Breaching (X)	For every To Wound roll higher than or equal to X make these wounds AP2. This rule has no effect on units that do not have a toughness value.
Gets Hot	For every To Hit roll of a 1 the attacking unit suffers a single wound with an AP value equal to the weapons AP, Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken.



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Categories	CHARACTER CATGORIES AND SUB TYPE
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Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	4+
7"	7	(5) 2+	4	4	3	5	4	10	2+		

Rules	Description
Master of The Legion	<p>This Special Rule grants the following benefits</p> <p>Rltes of War – May select 1 Rites of War</p> <p>The few and the Proud – May only bring 1 model with this special rule per 1,000 points</p> <p>Retinue – Models with this rule may include a legion Command Squad, Legion Cataphractii Command Squad, or a Legion Tartaros Command Squad as a part of the same Force Organisation Slot.</p>
Grenades	<p>Frag Grenades, makes attacks at its normal initiative step during an Assault after it has successfully charged</p> <p>Krak Grenades, The controlling player may choose to have a model with krak grenades that is engaged or otherwise in base contact during the assault phase with a building or fortification, vehicle, dreadnought or Automata unit inflict 1 automatic Str 6 Ap 3 hit on that target in initiative step 1 instead of attacking normally, if a model uses krak grenades it cannot attack or make use of any other special rules.</p>
Independent Character	<p>Joining and Leaving a unit, An independent character can begin the game already with a unit either by being deployed in unit coherency with it. They can also join a unit by moving into coherency with a friendly unit at the end of their movement phase, if a independent character does join a unit the controlling player must make it clear that they have joined that unit. however they cannot join a unit that is in reserves, locked in combat, falling back or are pinned.</p> <p>An independent character can also leave a unit by the controlling player announcing they are leaving that unit and moving out of coherency with the friendly unit however they cannot leave a unit that is in reserves, locked in combat, falling back or are pinned.</p>
Specialist Weapon	<p>Does not receive a +1 attack for fighting with two weapons unless it is armed with 2 or more Melee weapons with the Specialist Weapon rule.</p>

