

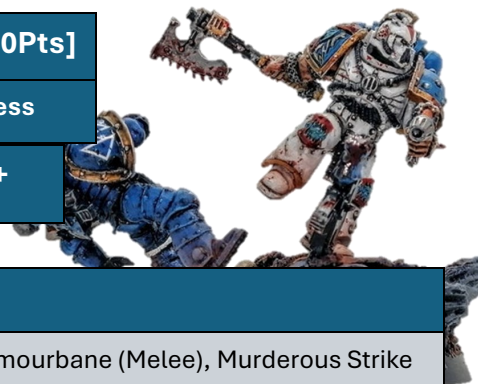
Kharn the Bloody							[210Pts]				
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Categories		Master of the Legion, Precision Strikes (4+), Rampage (3), Relentless									
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Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	4+
7"	7	(5) 2+	4	4	3	5	4	10	2+		

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)	Attacks with this special rule cause Instant Death on a To Wound roll equal to the number in brackets associated with the specific rule. Roll any viable Saves against this Instant Death-causing Wound separately and before any other Wounds the attack inflicts.
Shred	If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat. Similarly, if a model makes a Shooting Attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls.
Breaching (X)	When rolling To Wound for a model that has the Breaching (X) special rule, or is attacking with a weapon that has the Breaching (X) special rule, for each To Wound roll equal to or higher than the value listed in brackets, the controlling player must resolve these wounds at AP 2 instead of the weapon's normal AP value. This rule has no effect on models that do not have Wounds



## Kharn the Bloody

[210Pts]

Rules	Description
Master of The Legion	<p>This Special Rule grants the following benefits</p> <p>Rites 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>
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>
Gets Hot	<p>When firing a weapon that Gets Hot. roll To Hit as normal. For each unmodified To Hit roll of 1, the firing model immediately suffers a single Wound with an AP value equal to that of the weapon that was used to attack (Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken, but not Cover Saves or Shrouded rolls) - this Wound cannot be allocated to any other model in the unit.</p>
Precision Strikes (4+)	<p>If a model with this special rule, or attacking with a weapon with this special rule, rolls equal to or higher than the value in brackets when making a To Hit roll as part of a melee attack, that hit is a 'Precision Strike'.</p>
Rampage (3)	<p>At the start of any Fight sub-phase, models with the Rampage special rule gain a number of Attacks equal to the value listed in brackets if outnumbered by enemy models (including the effects of the Bulky special rule) – count all models locked in the combat, not just those models that are engaged. Roll once to determine the number of bonus Attacks all Rampaging models involved in that combat receive that Phase.</p>
Relentless	<p>Relentless models can shoot with Heavy or Ordnance weapons, counting as Stationary, even if they moved in the previous Movement phase. They are also allowed to Charge in the same turn they fire Heavy, Ordnance, or Rapid Fire weapons.</p>