

LORD OF KHORNE

ON JUGGERNAUT

Already a terrifying opponent in his own right, a Khornate lord astride a Juggernaut is an unstoppable force of destruction. Foes are crushed or hacked apart in seconds, while the sheer momentum of his ruinous charge draws his warriors howling in his wake.



MELEE WEAPONS

Wrathforged Axe

Brazen Hooves

Range

1"

1"

Attacks

3

3

To Hit

3+

3+

To Wound

3+

3+

Rend

-1

-

Damage

D3

1

DESCRIPTION

A Lord of Khorne on Juggernaut is a single model armed with a Wrathforged Axe.

MOUNT: This model's Juggernaut of Khorne attacks with its Brazen Hooves.

ABILITIES

Brass-clad Shield: *This brazen shield can turn aside spells that would slay champions.*

Roll a dice each time you allocate a wound or mortal wound to this model that was inflicted by a spell. On a 5+ that wound or mortal wound is negated.

Slaughterous Charge: *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of it and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Daemonic Axe: *When its rage is stirred, the daemonic bound within this axe awakens.*

If the unmodified wound roll for an attack made by this model's Wrathforged Axe is 6, the Damage characteristic for that attack is 3 instead of D3.

COMMAND ABILITIES

Blood Stampede: *Carnage erupts as the full force of a Khorne Warhorde collides with the enemy.*

You can use this command ability at the start of the combat phase. If you do so, pick up to 3 friendly **KHORNE MORTAL** units that made a charge move in that turn and are wholly within 16" of a model with this command ability. You can re-roll wound rolls of 1 for attacks made by those units in that combat phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, LORD OF KHORNE ON JUGGERNAUT