

SKULL CANNONS

The hideous war machines known as Skull Cannons vomit forth barrages of skulls amidst blasts of sulphurous smoke and flame, their macabre ordnance screaming through the skies before exploding with murderous fury amongst the enemy ranks.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Skulls	30"	1	3+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblades	1"	2	4+	3+	-1	1
Gnashing Maw	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Skull Cannons has any number of models, each armed with Burning Skulls and a Gnashing Maw.

CREW: This model has a Bloodletter crew that attack with their Hellblades. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Burning Skulls: *Foes massed together offer an easy target for a Skull Cannon's flaming projectiles.*

Add 1 to hit rolls for attacks made with this unit's Burning Skulls if the target unit contains 10 or more models.

Grind their Bones, Seize their Skulls: *Enemies seized by a Skull Cannon's jaws are used to power the infernal machine, their skulls taken and used as fiery munitions.*

After this unit attacks for the first time in each combat phase, if any enemy models were slain by this unit's attacks, this unit can attack with all of the missile weapons it is armed with.

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with Hellblades is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, SKULL CANNONS