

LORD OF KHORNE ON JUGGERNAUT

Already a terrifying warrior in his own right, a Khornate lord astride a Juggernaut becomes an unstoppable force of destruction. Foes not crushed to bloody ruin by his thunderous charge are hacked apart in seconds, while the sheer momentum of his assault draws his followers howling in his wake to tear the heart from the enemy army.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wrathforged Axe	1"	3	3+	3+	-1	D3
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Lord of Khorne on Juggernaut is a single model. He is armed with a Wrathforged Axe, carries a Brass-clad Shield and rides a Juggernaut. The Juggernaut tramples the foe with its Brazen Hooves.

ABILITIES

Brass-clad Shield: If this model suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds are ignored.

Murderous Charge: If this model completes a charge move, then at the end of the charge phase, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

Daemonic Axe: If the wound roll for an attack made with the Wrathforged Axe is 6 or more, the daemon bound within awakens and guides the strike. The attack inflicts 3 wounds rather than D3.

COMMAND ABILITY

Blood Stampede: If this model uses this ability, pick up to 3 **MORTAL KHORNE** units within 24" of him. Until your next hero phase, add 1 to the wound rolls made in the combat phase for this model and any units you picked, as long as they charged in the same turn.

KEYWORDS

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