

# BANELORD OF KHORNE

POINTS: 2500

*In the dark days of the Horus Heresy, many of the Titan Legions of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. With the failure of the Heresy, the Traitor Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to attack the worlds of the Imperium again.*

*The Renegade Titans have mutated during their long sojourn among the Daemon worlds, for the warping power of Chaos is not limited to creatures of living flesh. Chaos*

*Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of a horrific past.*

*The Banelord Titan is aligned to the Chaos Power Khorne, and has taken on the appearance and hues associated with that Power. The Banelord's crew have long since died or become melded with their weapons, leaving the Titan a living, raging machine with a monstrous thirst for carnage and bloodshed.*



**UNIT:** 1 Banelord of Khorne

**TYPE:** Super-heavy walker

## ARMOUR

WS	BS	S	FRONT	SIDE	REAR	I	A
3	3	10	14	14	13	1	6

**STRUCTURE POINTS:** 9

**VOID SHIELDS:** 6

## WEAPONS AND EQUIPMENT:

- Bloodletter Battlehead
- Havoc Missiles mounted on carapace
- Hellstrike Cannon mounted on right arm
- Doomfist mounted on left arm
- Chaos Titan Tail

WEAPON	RANGE	STR	AP	SPECIAL
<b>Bloodletter Battlehead</b>	30"	6	3	Heavy 5, Primary Weapon
<b>Havoc Missile Rack*</b>	G 24-360"	7	3	Apocalypse Barrage (5), Primary Weapon
<b>Hellstrike Cannon</b>	G 24-360"	9	3	Ordnance 2, 10" blast, Primary Weapon
<b>Doom Fist**</b>	30"	6	3	Heavy 10, Primary Weapon
<b>Chaos Titan Tail***</b>	24"	10	2	Ordnance 1, Large Blast, Primary Weapon

\* The Havoc Missile Rack fires like an Ordnance Barrage, but does not scatter and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

\*\* The Doom Fist is also a Titan Close Combat Weapon. The bonus attacks are already included in its profile.

\*\*\* The Chaos Titan Tail can also be used to make an additional Close Combat attack with the Destroyer ability. This attack may be made even if the Banelord makes a Stomp Attack.

## SPECIAL RULES

**Possessed:** A Banelord ignores Gun Crew Shaken and Driver Stunned results.

**Crazed:** Roll on the following table at the start of the Chaos Movement phase for each unengaged Banelord Titan.

## D6 Result

**1 Fire Frenzy.** The Banelord may not move or assault this turn. Instead, in the Shooting phase it will fire all of its weapons twice. One of these attacks is carried out as normal by the Chaos player; the second is carried out by a randomly selected player, including those from the opposing side! Note that fire frenzy attacks can be targeted against units from the same side as the Banelord.

**2-5 Sane.** The player controls the model normally.

**6 Blood Rage.** In the Movement phase, the Banelord must move as far as possible towards the nearest enemy. In the Shooting phase it may not shoot, but instead moves an extra 1D6" as per the Fleet of Foot rule. It must move towards the nearest enemy, ending its move facing towards the target. The Banelord must then assault this enemy in the Assault phase, if able.

**React or Meltdown:** If the Banelord suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and all models within range suffer a Destroyer hit.

**Towering Monstrosity:** Because of its immense size, it is difficult for a Banelord to engage targets that are too close. To represent this it suffers from the following restrictions:

- Weapons mounted on the carapace have a minimum range of 24".
- Close combat attacks can only be used against Gargantuan Creatures and Super-heavy vehicles. Stomp attacks and attacks made with the Chaos Titan Tail are not affected by this rule.

**Runes of the Blood God:** Any psyker that targets the Banelord with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic test.