

KHORNE LORD OF BATTLES

POINTS: 750

Though Khorne despises magic as an unfitting weapon for a warrior, he does not rely on swords and axes alone to gather skulls. Technology and even magical weapons are all tools to increase the tally of the fallen. Greatest of Khorne's weapons are the part-magical, part-technological Daemon engines.

Most powerful of these creations is the Lord of Battles, a machine-spirit dedicated to Khorne. Its daemoniac soul howls with savage joy as it crashes into the enemy with its immense guns blazing. The tank-sized Hellblade is easily capable of chopping down most opponents, though the Lord of Battles' thirst for war is never truly quenched, even by a veritable mountain of dead foes.



UNIT: 1 Khorne Lord of Battles

TYPE: Super-heavy Vehicle

STRUCTURE POINTS: 5

WEAPONS AND EQUIPMENT:

- Bloodletter Battlehead
- Death Storm Cannon mounted on left arm
- Hellblade mounted on right arm

WEAPON

Bloodletter Battlehead

RANGE ST AP SPECIAL

30" 6 3 Heavy 5, Primary Weapon

Death Storm Cannon

60" 8 3 Heavy 5, 5" Blast Primary Weapon

ARMOUR

WS	BS	S	FRONT	SIDE	REAR	I	A
4	3	10	14	14	13	1	4

SPECIAL RULES:

Possessed: A Lord of Battles 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 Lord of Battles

D6 Result

- | | |
|-----|---|
| 1 | Fire Frenzy. The Lord of Battles 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 from the opposing side! Fire frenzy attacks can be targeted against units from the same side as the Lord of Battles. |
| 2-5 | Sane. The player controls the model normally. |
| 6 | Blood Rage. In the Movement phase the Lord of Battles 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 run towards the nearest enemy, ending its move facing towards the target. The Lord of Battles must then assault this enemy in the Assault phase, if able.

Warp Vortex: If the Lord of Battles suffers an Apocalyptic Explosion result on the Catastrophic damage chart, it tears a rent in the very fabric of reality creating a Warp Vortex! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and all models within range suffer a Destroyer hit.

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

Hellblade: The Hellblade is a Titan Close Combat Weapon. Its additional attacks are already included in the Lord of Battle profile