

MOON RACE KLAISUS

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ADEPTUS ASTARTES

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Bike Squad (inc Scout and Assault Bike Squad and various Ravenwing bullshit), Primaris Outriders	Bikes	3	2	2 (3)	3	8 (9)

Gun	Arc	Range	Shots	Damage	Abilities
Twin Boltgun	Front	12	4	1	

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Primaris Invader ATV	Wagon	1	4	9	3	9

Gun	Arc	Range	Shots	Damage	Abilities
Onslaught Gatling Cannon	Front	12"	4	2	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Boltgun	Front	6"	3	1	If the target is within half range, you can re-roll one failed attack roll for this weapon.
Bolt Pistol	All	6"	2	1	

Options

Biker Sgt: One biker in the unit can be a Biker Sgt. The Biker Sgt uses the numbers in parentheses in the profile, and is armed with a Chainsword

Abilities

Turbo-Boost: Once per battle, when this model is picked to move, you can declare it will activate its Turbo-Boost. When you do so, you can re-roll 1 speedin' dice for this model this round.

Chainsword: In the Fightin' phase, draw a damage card for the target if any attack rolls of \neq are rolled for this model, before rolling any defense dice for the target.

Options

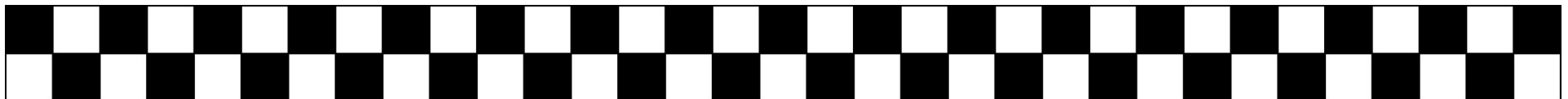
Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Abilities

Off-road Assault: You can re-roll one dice for the other model when this model rams and the collision point is in this model's front or rear arc.

Sick Wheelie: Once per battle, when this model is picked to move, you can declare it will Perform a Sick Wheelie. When you do so, you can re-roll 1 speedin' dice for this model this round.

Riding Shotgun: When this model shoots, it can shoot its Bolt Pistol in addition to any weapons you allocate shootin' dice to.



MOON RACE KLAISUS

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ADEPTUS CUSTODES

Vehicle
Vertus Praetors

Type	Number	Armour	Hits	Melee	Driving Skill
Bikes	3	3	2	3	9

Options

Abilities

Interceptor Lance: You roll 1 additional dice for the other model when this model rams and the collision point is in this model's front arc.

Implacable Vanguard: Once per battle, when this model is picked to move, you can declare it will activate Implacable Vanguard. When you do so, you can re-roll 1 speedin' dice for this model this round.

Gun	Arc	Range	Shots	Damage	Abilities
Hurricane Bolter	Front	12"	4	1	If you score 3 or more \surd results when making an attack with this weapon, you can immediately shoot again.

Vehicle
Agamatus Custodians

Type	Number	Armour	Hits	Melee	Driving Skill
Bikes	3	3	2	3	9

Options

Abilities

Interceptor Lance: You roll 1 additional dice for the other model when this model rams and the collision point is in this model's front arc.

Implacable Vanguard: Once per battle, when this model is picked to move, you can declare it will activate Implacable Vanguard. When you do so, you can re-roll 1 speedin' dice for this model this round.

Gun	Arc	Range	Shots	Damage	Abilities
Lastrum Bolt Cannon	Front	12"	4	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.



MOON RACE KLAISUS

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ADEPTUS MECHANICUS

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Serberys Sulphurhounds	Bikes	3	2	2 (3)	3	8

Gun	Arc	Range	Shots	Damage	Abilities
Twin Phosphor Pistols	Front, Left, Right	6"	4	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.

Options

Alpha: One rider in the unit can be a Serberys Sulphurhound Alpha. The Serberys Sulphurhound Alpha uses the numbers in parentheses in the profile, and is armed with Clawed Limbs

Abilities

Go Bionic Ponydog Go!: Once per battle, when this model is picked to move, you can declare it will activate Go Bionic Ponydog Go! When you do so, you can re-roll 1 speedin' dice for this model this round.

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Onager Dunecrawler	Wagon	1	4	9	3	9

Gun	Arc	Range	Shots	Damage	Abilities
Eradication Beam	Front	12"	6	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Cognis Heavy Stubber	Front, Left, Right	12"	3	1	You can re-roll 1 failed attack roll with this weapon

Options

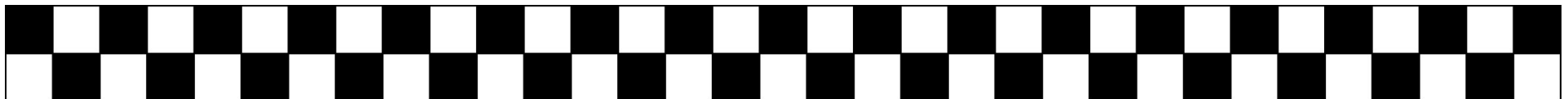
Abilities

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Skitter: Once per battle, when this model is picked to move, you can declare it will Skitter. When you do so, you can re-roll 1 speedin' dice for this model this round.

Smoke Launchers: Your opponent must re-roll 1 successful attack dice for enemy models that are in this model's rear arc.

Claws of the Ommissiah: In the Fightin' phase, you can re-roll 1 attack dice if the target is in this model's front arc.



MOON RACE KLAISUS

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ADEPTUS SORORITAS

Vehicle
Penitent Engine

Type **Number**
Bike 2

Armour	Hits	Melee	Driving Skill
2	4	3	9

Options

Abilities

Penitent Buzz-blade: You can re-roll one dice for the other model when this model rams and the collision point is in this model's front arc.

Zealous Pursuit: Once per battle, when this model is picked to move, you can declare it will activate Zealous Pursuit. When you do so, you can re-roll any of the speedin' dice for this model this round. For each ϕ result after any re-rolls have been made, draw a damage card for this model.

Gun	Arc	Range	Shots	Damage	Abilities
Heavy Flamer	Front	6"	3	2	If a Burnin' damage card is drawn as a result of an attack made with this weapon, immediately draw an additional damage card for the affected model.

Vehicle
The Triumph of Saint Katherine

Type **Number**
Wagon 1

Armour	Hits	Melee	Driving Skill
4	9	3	9

Options

Abilities

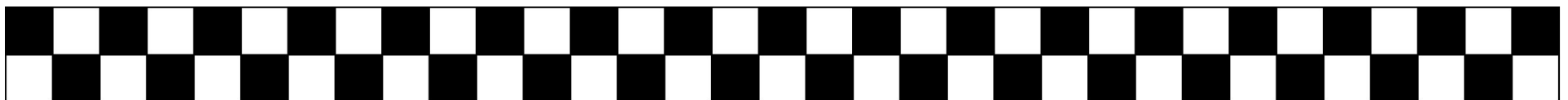
Petals of the Bloody Rose: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in the left or right arcs
Blessing of the Golden Detonation: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \blacklozenge it explodes. Draw a damage card for each model within 3" before removing this model.

Combustion of the Sacred Nitrous: Once per battle, when this model is picked to move, you can declare it will call upon the Combustion of the Sacred Nitrous. When you do so, you may roll 1 additional speedin' dice for this model this round, then discard 1 roll before totaling speedin' points for this vehicle.

Holy Oil of Slickeriness: Once per battle, after this model has moved, you can declare that this model will drop an oil slick behind it. If you do so, until the end of the phase, add 3 to drivin' tests made for any models which finish their move within 6" of this model in its rear arc.

The Martyr's Sword: In the Fightin' phase, draw a damage card for the target if any attack rolls of \blacklozenge are rolled for this model, before rolling any defense dice for the target.

Gun	Arc	Range	Shots	Damage	Abilities
Bolt Pistol	Front, Left, Right, Rear	6"	2	1	
Holy Hand Grenades	Front, Left, Right	12"	3	1	



MOON RACE KLAISUS

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ASTRA MILITARUM

Vehicle
Chimera

Type Number
Wagon 1

Armour	Hits	Melee	Driving Skill
4	9	3	8

Options

Abilities

Dozer Blade: You can re-roll one dice for the other model or obstacle when this model rams and the collision point is in this model's front arc.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Smoke Launchers: Your opponent must re-roll 1 successful attack dice for enemy models that are in this model's rear arc.

Strength of Steel: Your opponent must roll 1 fewer dice for this model (to a minimum of 1) when it is rammed or ramming.

Gun	Arc	Range	Shots	Damage	Abilities
Multi-Laser	Front	12"	4	1	
Heavy Flamer	Front	6"	3	2	If a Burnin' damage card is drawn as a result of an attack made with this weapon, immediately draw an additional damage card for the affected model.
Lasgun Array	Left, Right	12"	2	1	
Hunter-Killer Missile	Front	12"	1	3	You can re-roll 1 failed attack roll for this weapon. This weapon can only be fired once.

Vehicle
Leman Russ

Type Number
Wagon 1

Armour	Hits	Melee	Driving Skill
4	9	3	9

Options

Abilities

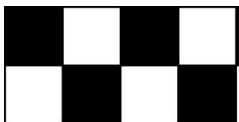
Thundering Cannons: Add 1 to the result of drivin' tests for enemy models within 6" of this model.

Strength of Steel: Your opponent must roll 1 fewer dice for this model (to a minimum of 1) when it is rammed or ramming.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Augur Array: Once per battle, you can re-roll any one failed attack dice for any weapon on this model.

Gun	Arc	Range	Shots	Damage	Abilities
Battle Cannon	Front	12"	6	1	If you score two or more \neq results when making an attack with this weapon, draw a damage card for the target before any defense dice are rolled.
Heavy Bolter	Front	12"	3	1	You can re-roll 1 failed attack roll for this weapon.
Right Multi-Melta	Front, Right	12"	1	3	If the target is within half range of this weapon, it has a Damage characteristic of 4.
Left Multi-Melta	Front, Left	12"	1	3	If the target is within half range of this weapon, it has a Damage characteristic of 4.



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CHAOS SPACE MARINES

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Chaos Bikers	Bikes	3	2	2 (3)	3	8 (9)

Gun	Arc	Range	Shots	Damage	Abilities
Combi-Bolter	Front	12"	3	1	If you score 2 or more \swarrow results when making an attack with this weapon, you can immediately shoot again.

Options

Biker Champion: One biker in the unit can be a Biker Champion. The Biker Champion uses the numbers in parentheses in the profile, and is armed with a Chainsword

Abilities

Turbo-Boost: Once per battle, when this model is picked to move, you can declare it will activate its Turbo-Boost. When you do so, you can re-roll 1 speedin' dice for this model this round.

Chainsword: In the Fightin' phase, draw a damage card for the target if any attack rolls of \swarrow are rolled for this model, before rolling any defense dice for the target.

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Venomcrawler	Wagon	1	4	9	4	8

Gun	Arc	Range	Shots	Damage	Abilities
Excruciator Cannon	Front, Left, Right	12"	4	2	Attack rolls of \heartsuit , \clubsuit , or \swarrow are successful for this weapon.

Options

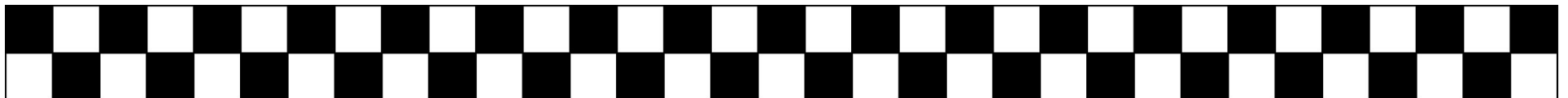
Abilities

Hateful Assault: You can roll 1 additional dice for the other model when this model rams and the collision point is in this model's front arc.

Eviscerating Claws: In the Fightin' phase, draw a damage card for the target if any attack rolls of \swarrow are rolled for this model, before rolling any defense dice for the target.

Soul-Shredding Explosion: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \swarrow it explodes. Draw a damage card for each model within 3" before removing this model.

Daemonic Speed: Once per battle, when this model is picked to move, you can declare it will activate its Daemonic Speed. When you do so, you can re-roll 1 speedin' dice for this model this round.



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CRAFTWORLDS

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill	Options
Windriders	Bikes	3	2	2	3	9	

Abilities

Ride the Wind: Once per battle, when this model is picked to move, you can declare it will activate Ride the Wind. When you do so, you can re-roll 1 speedin' dice for this model this round.

Gun	Arc	Range	Shots	Damage	Abilities
Twin Shuriken Catapult	Front	12"	3	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill	Options
Vyper	Wagon	1	3	8	3	9	

Abilities

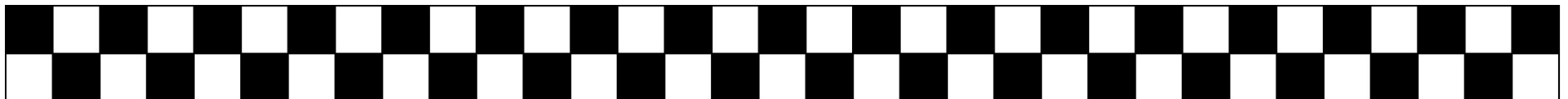
Blade Wind: Once per battle, when this model is picked to move, you can declare it will activate Blade Wind. When you do so, you may roll 1 additional speedin' dice for this model this round, then discard 1 roll before totaling speedin' points for this vehicle.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Flyer: Once per battle, in the Speedin' phase, this model can move over models, obstacles, or terrain features up to 6" in height as if they were not there. It may not finish this move on top of any other models.

Air Superiority: You may re-roll one failed defense dice in each Shootin' phase.

Gun	Arc	Range	Shots	Damage	Abilities
Twin Shuriken Catapult	Front	6"	3	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Shuriken Cannon	Front, Left, Right	12"	6	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.



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DRUKHARI

Vehicle
Reavers

Type	Number	Armour	Hits	Melee	Driving Skill
Bikes	3	2	2 (3)	3	8 (9)

Gun	Arc	Range	Shots	Damage	Abilities
Splinter Rifle	Front	12"	4	1	You can re-roll one failed attack roll for this weapon.

Vehicle
Venom

Type	Number	Armour	Hits	Melee	Driving Skill
Wagon	1	3	8	3	9

Gun	Arc	Range	Shots	Damage	Abilities
Splinter Cannon	Front, Left, Right	12"	6	1	If you score 3 or more \neq results when making an attack with this weapon, you can immediately shoot again.
Twin Splinter Rifle	Front	12"	4	1	You can re-roll one failed attack roll for this weapon.
Splinter Pistol	Front, Left, Right, Rear	6"	2	1	

Options

Arena Champion: One Reaver in your Speedmob can be an Arena Champion. An Arena Champion uses the numbers in parentheses in the profile, and is armed with an Agonizer.

Abilities

Agonizer: In the Fightin' phase you can re-roll 1 attack dice for an Arena Champion armed with an Agonizer if the target of the attack is in this model's left or right arc.

Matchless Swiftness: Once per battle, when this model is picked to move, you can declare it will activate Ride the Wind. When you do so, you can re-roll 1 speedin' dice for this model this round.

Options

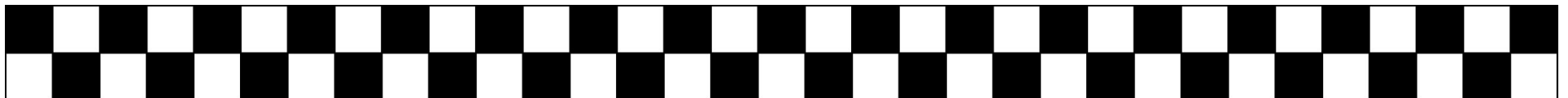
Abilities

Flyer: Once per battle, in the Speedin' phase, this model can move over models, obstacles, or terrain features up to 6" in height as if they were not there. It may not finish this move on top of any other models.

Night Shield: You may re-roll one failed defense dice in each Shootin' phase.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Riding Shotgun: When this model shoots, it can shoot its Splinter Pistol in addition to any weapons you allocate shootin' dice to.



MOON RACE KLAISUS

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GENESTEALER CULTS

Vehicle
Atalan Jackals

Type **Number**
Bike 4

Armour	Hits	Melee	Driving Skill
2	2	2	7 (8)

Gun	Arc	Range	Shots	Damage	Abilities
Autopistol	Front, Left, Right, Rear	6"	3	1	
Blasting Charge	Front, Left, Right, Rear	6"	2	1	

Options

Leader: One rider in the unit can be an Atalan Leader. The Atalan Leader uses the numbers in parentheses in the profile, and is armed with a Power Axe

Abilities

Cult Ambush: If you roll 2 or more \neq results on the speedin' dice when this model is picked to move, instead of moving normally, you can pick a point on the battlefield within 12" of this model and set up this model with the center of its base on this point, facing any direction.

Power Axe: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in this model's front, left, or right arc.

Vehicle
Achilles Ridgerunner

Type **Number**
Wagon 1

Armour	Hits	Melee	Driving Skill
4	9	3	8

Gun	Arc	Range	Shots	Damage	Abilities
Heavy Mining Laser	Front, Left, Right	12"	6	2	
Heavy Stubber	Front	12"	3	1	

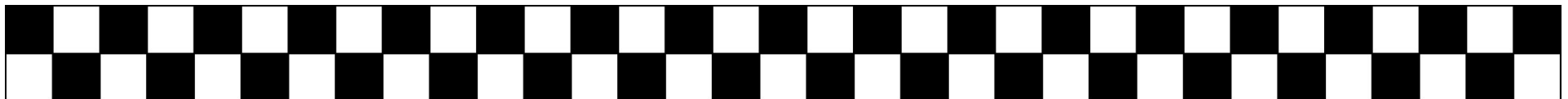
Options

Abilities

Cult Ambush: If you roll 2 or more \neq results on the speedin' dice when this model is picked to move, instead of moving normally, you can pick a point on the battlefield within 12" of this model and set up this model with the center of its base on this point, facing any direction.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Survey Augur: Once per battle you may choose to re-roll any number of attack dice from any one of this model's guns.



MOON RACE KLAISUS

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HARLEQUINS

Vehicle
Skyweavers

Type	Number	Armour	Hits	Melee	Driving Skill
Bikes	2	2	3	3	8

Options

Abilities

Rising Crescendo: Once per battle, when this model is picked to move, you can declare it will activate Ride the Wind. When you do so, you can re-roll 1 speedin' dice for this model this round.

Gun	Arc	Range	Shots	Damage	Abilities
Shuriken Cannon	Front	12"	6	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Star Bolas	Front, Left, Right, Rear	6"	3	1	

Vehicle
Starweaver

Type	Number	Armour	Hits	Melee	Driving Skill
Wagon	1	3	8	3	8

Options

Abilities

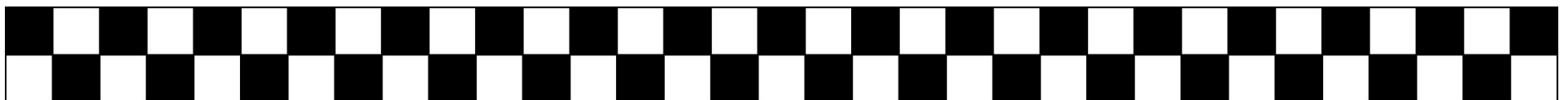
Flyer: Once per battle, in the Speedin' phase, this model can move over models, obstacles, or terrain features up to 6" in height as if they were not there. It may not finish this move on top of any other models.

Mirage Launcher: You may re-roll one failed defense dice in each Shootin' phase.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \surd it explodes. Draw a damage card for each model within 3" before removing this model.

Zephyrglaive: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in this model's Left, Right, or Rear arc.

Gun	Arc	Range	Shots	Damage	Abilities
Shuriken Cannon	Front	12"	6	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Shuriken Cannon	Front, Left, Right	12"	6	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.



MOON RACE KLAISUS

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NECRONS

Vehicle
Tomb Blades

Type Number
Bikes 3

Armour	Hits	Melee	Driving Skill
2	2	3	8

Options

Abilities

Reanimation Protocol: If this model is destroyed, roll two Speed Freaks dice before removing the model. If you score two matching results remove all damage cards and do not remove this model.

Evasion Engrams: You may re-roll one failed defense dice in each Shootin' phase.

Gun	Arc	Range	Shots	Damage	Abilities
Gauss Blaster	Front	12"	4	1	

Vehicle
Lokhust Heavy Destroyer

Type Number
Wagon 1

Armour	Hits	Melee	Driving Skill
4	9	3	8

Options

Abilities

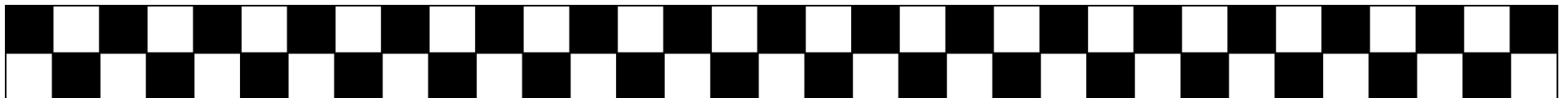
Reanimation Protocol: If this model is destroyed, roll two Speed Freaks dice before removing the model. If you score two matching results remove all damage cards and do not remove this model.

Hardwired Hatred: You may re-roll one failed attack dice each Shootin' phase.

Dummy Thicc Thrusters: Once per battle, when this model is picked to move, you can declare it will activate its Dummy Thicc Thrusters. When you do so, you can re-roll 1 speedin' dice for this model this round.

Gun	Arc	Range	Shots	Damage	Abilities
Gauss Destructor	Front, Left, Right	12"	6	1	If you score 3 or more \neq results when making an attack with this weapon, draw a damage card for the target before any defense dice are rolled.

Bayonet of Eternal Sleep: In the Fightin' phase, draw a damage card for the target if any attack rolls of \neq are rolled for this model, before rolling any defense dice for the target.



MOON RACE KLAISUS

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T'AU EMPIRE

Vehicle
Tactical Drones

Type **Number**
Bikes 4

Armour	Hits	Melee	Driving Skill
2	2	2	9

Options

Abilities

For the Greater Good: If an opponent rams another model within 6" of this model, roll 1 dice for damage to the ramming model before resolving any other effects of the ram.

Shield Generator: You may re-roll one failed defense dice in each Shootin' phase.

Gun	Arc	Range	Shots	Damage	Abilities
Pulse Carbine	Front, Left, Right, Rear	6"	3	1	

Vehicle
TX4 Piranha

Type **Number**
Wagon 1

Armour	Hits	Melee	Driving Skill
4	9	3	9

Options

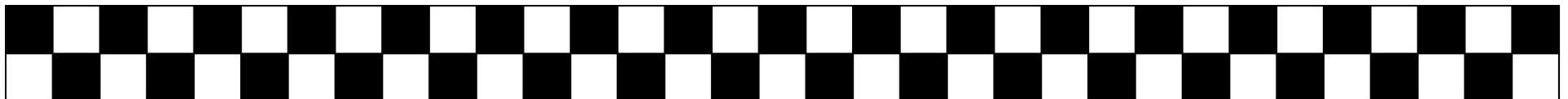
Abilities

Flyer: Once per battle, in the Speedin' phase, this model can move over models, obstacles, or terrain features up to 6" in height as if they were not there. It may not finish this move on top of any other models.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \neq it explodes. Draw a damage card for each model within 3" before removing this model.

Gun	Arc	Range	Shots	Damage	Abilities
Burst Cannon	Front	12"	4	2	
Seeker Missile	Front	12"	2	2	You can re-roll 1 failed attack roll for this weapon. This weapon can only be fired once.

For the Greater Good: If an opponent rams another model within 6" of this model, roll 1 dice for damage to the ramming model before resolving any other effects of the ram.



MOON RACE KLAISUS

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TYRANIDS

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Raveners	Bikes	3	2	2	4	8

Options

Abilities

Scything Talons: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in this model's front, left, or right arc.

Death from Below: Instead of setting up this model in its deployment zone, it may be kept off the board. At the end of the first Speedin' phase pick a point within 12" of any edge of its deployment zone but at least 9" away from any enemy model. Place this model with the center of its base on this point, facing any direction.

Gun	Arc	Range	Shots	Damage	Abilities
Deathspitter	Front, Left, Right	12"	4	1	

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Trygon	Wagon	1	4	9	5	8

Options

Abilities

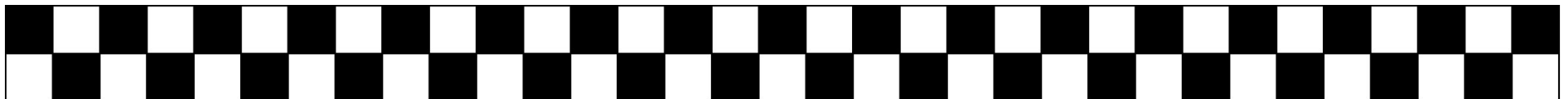
Death Throes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a \surd it thrashes out as it dies. Draw a damage card for each model within 3" before removing this model.

Toxin Spike: In the Fightin' phase, draw a damage card for the target if any attack rolls of \surd are rolled for this model, before rolling any defense dice for the target.

Massive Scything Talons: In the Fightin' phase, you can re-roll 1 attack dice if the target of the attack is in this model's front, left, or right arc.

Subterranean Assault: Instead of setting up this model in its deployment zone, it may be kept off the board. At the end of the first Speedin' phase pick a point within 12" of any edge of its deployment zone but at least 9" away from any enemy model. Place this model with the center of its base on this point, facing any direction.

Gun	Arc	Range	Shots	Damage	Abilities
Bio-Electric Pulse	Front	12"	4	2	



MOON RACE KLAISUS

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BONUS ROUND

Vehicle	Type	Number	Armour	Hits	Melee	Driving Skill
Astraeus Super-Heavy Tank (Adeptus Astartes)	Wagon	1	6	14	4	6

Options

Abilities

Heckin' Chonker – Due to the large size of this vehicle, it may not use any Snazzy or Speshul gubinz to lay out the model's trail. In addition, this vehicle may not be allocated more than 2 speedin' dice.

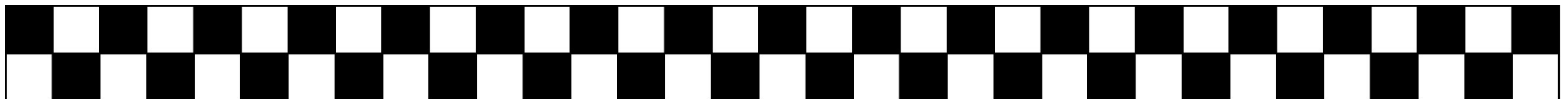
Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a **✓** it thrashes out as it dies. Draw two damage cards for each model within 6" before removing this model.

Void Shields: You may re-roll one failed defense dice in each Shootin' phase.

Enhanced Repulsor Fields: Your opponent must roll 1 fewer dice for this model (to a minimum of 1) when it is rammed or ramming.

Lord of War: In a rukk that allows the player to take a Wagon and a unit of Bikes, this vehicle counts as both and may be the only vehicle fielded by that player.

Gun	Arc	Range	Shots	Damage	Abilities
Twin Macro-Accelerator Cannon	Front, Left, Right	12"	6	2	If you score 3 or more ✓ results when making an attack with this weapon, draw a damage card for the target before any defense dice are rolled.
Las-ripper	Front, Left, Right	6"	3	2	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Ironhail Heavy Stubber	Front, Left, Right	12"	2	1	
Storm Bolter	Front	12"	2	1	If you score 2 or more ✓ results when making an attack with this weapon, you can immediately shoot again.
Twin Heavy Bolter	Front	12"	3	1	You can re-roll 1 failed attack roll for this weapon.



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Vehicle

**Khorne Lord of Skulls
(Chaos Space Marines)**

Type Number

Wagon 1

Armour	Hits	Melee	Driving Skill
5	14	6	6

Options

Abilities

Heckin' Chonker – Due to the large size of this vehicle, it may not use any Snazzy or Speshul gubinz to lay out the model's trail. In addition, this vehicle may not be allocated more than 2 speedin' dice.

Explodes: If this model is destroyed, roll a Speed Freeks dice before removing the model. On a **⚡** it thrashes out as it dies. Draw two damage cards for each model within 6" before removing this model.

Daemonic Protection: You may re-roll one failed defense dice in each Shootin' phase.

Skulls for the Skull Charge: You can roll 1 additional dice for the other model when this model rams and the collision point is in this model's front arc.

Great Cleaver of Khorne: In the Fightin' phase, draw a damage card for the target if any attack rolls of **⚡** are rolled for this model, before rolling any defense dice for the target.

Lord of War: In a rukk that allows the player to take a Wagon and a unit of Bikes, this vehicle counts as both and may be the only vehicle fielded by that player.

Gun	Arc	Range	Shots	Damage	Abilities
Gorestorm Cannon	Front	6"	6	1	Your opponent must re-roll one successful defense dice when making defense rolls against this weapon.
Hades Gatling Cannon	Front, Left	12"	6	2	

