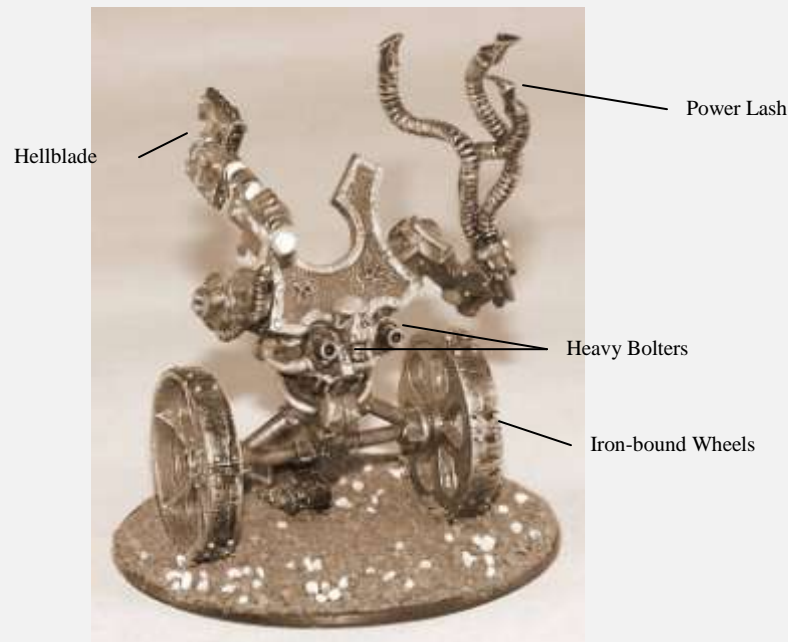


Khorne Slaughter Robot

POINTS: 310

One of Khorne's early daemon engines, the Slaughter robots are mechanical constructs bound with the essence of favored Bloodletters. Capable of moving at mind-blowing speeds and protected by Khorne's will, when the Slaugherers are called to battle the enemy may not even have time to react.



SLAUGHTER ROBOT

	Points	WS	BS	S	T	W	I	A	Ld	Save
Slaughter Robot	310	7	5	6	5	4	5	5+1	10	2+/4+ inv

Unit Type:

- Monstrous Creature

Number/squad:

- 1 Slaughter Robot

Wargear:

- Hellblade
- Power Lash (counts as extra Close Combat Weapon and grants Fury of Khorne)
- Twin-linked Heavy Bolter
- Chaos Icon

Special Rules:

Daemon

Wheeled Mayhem: The Slaughter Robot construct moves as if it is a Bike. For all other situations, the Slaughter Robot is a Monstrous Creature.

Blessing of the Blood God: The daemon-powered Slaughter Robot has a 2+ save versus all psychic powers and the active power of Force Weapons.

Rapid Destruction: A Slaughter Robot may use the Strategic Redeployment strategic asset once per game for free.