

KYTAN DAEMON ENGINE OF KHORNE

525 POINTS

These striding, blood-reeking engines of glittering brass and sable darkness are utterly malevolent creations, forged by the most malign Warpsmiths and Dark Magos as an act of prayer and supplication to the supreme lord of blood and battles as much as they are to sow havoc on the battlefield. The Kytan's profane design and ritually constructed body shares much of its dread form with the infamous Lord of Skulls, but whereas that war machine takes the form of a hybrid walker-tank behemoth, the Kytan is fully humanoid, echoing in form a titanic warrior, and capable of crossing the battlefield with frightening speed and fighting with a Daemon's fury coupled with a durability and firepower akin to that of an Imperial Knight.

The first of these daemon engines, it is claimed by certain suppressed texts in the keeping of the Inquisition, was created by the twisted master of the hell-forge of Sarum in the dark years of anarchy and war which followed the Horus Heresy, and it is a fragment of this ancient foe of Mankind's own forbidden name that the Kytan carry as their own.

	WS	BS	S	Armour				I	A	HP
				Front	Side	Rear				
Kytan Daemon Engine	5	3	10	13	13	11	5	4	6	

Unit Composition

- 1 Kytan Daemon Engine

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Kytan gatling cannon
- Great Cleaver of Khorne

Special Rules

- Daemon (It also counts as being a Daemon aligned with Khorne)
- Daemonforge
- Fleet
- Crusader
- It Will Not Die
- Rage
- Unstoppable Slaughter
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Unstoppable Slaughter

The Kytan's lust for slaughter is insatiable and unstoppable. If the Kytan destroys a target in its Shooting phase with its attacks, it may charge a different target in the Assault phase.

Kytan Daemon Engine of Khorne Weapons

Weapon	Range	Str	AP	Type
Kytan gatling cannon	48"	8	3	Heavy 8, Pinning
Great Cleaver of Khorne	-	D	1	Melee

A Kytan Daemon Engine of Khorne may be used as a Lords of War choice in an army chosen from either the Chaos Space Marines, Khorne Daemonkin or Chaos Daemons Factions. When taken in a Khorne Daemonkin army, the Kytan Daemon Engine has the Blood for the Blood God! special rule (see Codex: Khorne Daemonkin). In addition, it may be selected instead of a Khorne Lord of Skulls in any Detachment where such a war machine is available.

