HURON BLACKHEART

135 PTS

M	T	Sv	W	LD	OC
6"	6	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrant's Claw heavy flamer IGNORES COVER PISTOL TORRENT	12"	D6+2	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrant's Claw and exalted power weapon	Melee	6	2+	8	-3	3

ABILITIES

CORE - Leader

Hamadrya's Knowledge (Psychic)
Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3".

Lord of Badab (Aura)
While a friendly Heretic Astartes Infantry unit (excluding Battle-shocked units and Damned units) is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Leader
This model can be attached to the following units: CHAOS TERMINATOR SQUAD, CHOSEN, LEGIONARIES, RED CORSAIRS RAIDERS

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

AUFSTELLUNG

1x Huron Blackheart (50mm)

Equipped with: Tyrant's Claw heavy flamer, Tyrant's Claw and exalted power weapon

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Huron Blackheart, Leader
FACTION KEYWORDS: Heretic Astartes

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CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Chaos, Chaos Undivided, Huron Blackheart, Leader
FACTION KEYWORDS: Heretic Astartes