ABADDON THE DESPOILER - CHAOS - CHAOS SPACE MARINES

300 PTS

M	T	Sv	W	LD	OC
5"	6	2+	9	5+	4

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Abaddon the Despoiler (60mm)

Equipped with: Talon of Horus, Drach'nyen

KEYWORDS: Infantry, Character, Epic Hero, Terminator, Chaos Undivided, Chaos, Abaddon the Despoiler, Leader

FACTION KEYWORDS: Heretic Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Talon of Horus SUSTAINED HITS 1	24"	4	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drach'nyen DEVASTATING WOUNDS	Melee	8	2+	14	-4	3
Talon of Horus DEVASTATING WOUNDS	Melee	14	2+	7	-3	1

ABILITIES

CORE - Leader

Dark Destiny
Each time this model makes a Dark Pact and does not fail the resulting leadership roll, if the result of that roll was 7+, you gain 1CP.

The Warmaster
In your Command phase, select one Warmaster ability. Until the start of your next Command phase, this model has that ability.

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

WARMASTER

Paragon of Hatred (Aura)
While a friendly HERETIC ASTARTES unit (excluding DAMNED units) is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Mark of Chaos Ascendant (Aura)
While a friendly HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit (excluding DAMNED units) is within 6" of this model, models in that unit have a 4+ invulnerable save.

Lord of the Traitor Legions (Aura)
While a friendly HERETIC ASTARTES unit (excluding DAMNED units) is within 6" of this model, you can re-roll Leadership and Battle-shock tests taken for that unit.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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]

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.

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.