HERETIC ASTARTES DAEMON PRINCE - CHAOS - CHAOS SPACE MARINES

155 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Heretic Astartes Daemon Prince (60mm)

Equipped with: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

KEYWORDS: Monster, Character, Chaos, Daemon, Daemon Prince

FACTION KEYWORDS: Heretic Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	14	2+	6	0	1

ABILITIES

Ascended Daemon
Each time this model shoot or fights, while resolving those attacks, you can re-roll one Hit roll and you can re-roll one Wound roll.

Dark Blessing (Aura)
While a friendly HERETIC ASTARTES INFANTRY unit is within 6" of this model, each time a ranged attack is allocated to a model in that unit, that model has the Benefit of Cover against that attack.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Lord of Chaos
While this model is within 3" of a friendly Heretic Astartes Infantry unit, this model has Lone Operative.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

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]

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CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.