CHAOS - CHAOS SPACE MARINES

HERETIC ASTARTES DAEMON PRINCE

M	T	SV	W	LD	OC	RW
8"	10	2+	10	6+	3	4+

155 PTS
Base 60mm

Dark Pacts | Deadly Demise D3

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Infernal cannon

R	A	BS	S	AP	D
24"	3	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4 ANGRIFF

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5 NAHKAMPF

➤ Hellforged weapons - strike

R	A	WS	S	AP	D
Melee	6	2+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

➤ Hellforged weapons - sweep

R	A	WS	S	AP	D
Melee	14	2+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ

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.
Deadly Demise D3 This ability always takes the form Deadly Demise X.

AUFSTELLUNG

1x Heretic Astartes Daemon Prince
Ausrüstung: Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

KEYWORDS Monster, Character, Chaos, Daemon, Daemon Prince · **FRAKTION** Heretic Astartes