

MASTER OF POSSESSION

Leader Dark Pacts

M

8"

T

5

SV

3+

W

4

LD

6+

OC

1

RW

5+

65 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

Daemonkin (Psychic)
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit.

3BESCHUSS

Bolt pistol **PISTOL**
R A BS S AP D
12" 1 3+ 5 -1 1
VERWUNDET
2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+
► Rite of Possession - focused witchfire
ANTI-PSYKER 2+ HAZARDOUS PISTOL PRECISION
PSYCHIC
R A BS S AP D
18" 2 3+ 6 -3 3
VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+
► Rite of Possession - witchfire **ANTI-PSYKER 2+**
PISTOL PRECISION PSYCHIC
R A BS S AP D
18" 2 3+ 4 -3 2
VERWUNDET
2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+
Sacrificial Dagger
Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a **Psychic** Attack, add 1 to the Hit roll and add 1 to the Wound roll.

4ANGRIFF

5NAHKAMPF

Staff of possession **ANTI-PSYKER 2+ PSYCHIC**
Melee R A WS S AP D
4 3+ 6 -1 D3
VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

VERTEIDIGUNG

IMMER / EINMALIG

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.
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
W5 - RW 3+ · 5++ · 4 LP je Modell
WIRD VERWUNDET MIT
2+ S10+ 3+ S6-9 4+ S5 5+ S3-4 6+ S1-2
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
3+ 4+ 5+ 5++ 5++

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.
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.
ANTI This ability always takes the form [ANTI-X Y+].
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...
PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

AUFSTELLUNG
1x Master of Possession
Ausrüstung: Bolt pistol, ► Rite of Possession - focused witchfire, ► Rite of Possession - witchfire, Staff of possession
Anführer
This model can be attached to the following units: CHOSEN, LEGIONARIES, NEMESIS CLAW, POSSESSED, RED CORSAIRS RAIDERS