

POSSESSED

Dark Pacts

M9"

T6

SV3+

W3

LD6+

OC1

RW5+

130–260 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Hideous mutations

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET

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

IMMER / EINMALIG

Chaos icon

Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

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.

Unholy Bloodshed

Once per battle, when this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 5+	DS –3 5++	DS –4 5++
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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.

AUFSTELLUNG

5x Possessed

Ausrüstung: Hideous mutations

KEYWORDS Infantry, Chaos, Daemon, Possessed · FRAKTION Heretic Astartes