CHAOS - CHAOS SPACE MARINES

HERETIC ASTARTES DAEMON PRINCE

155 PTS

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

4+

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

AUFSTELLUNG

1x Heretic Astartes Daemon Prince (60mm)

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

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.

CORE 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]

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").