

# DAEMONHOST

## [LEGENDS]

M6"

T3

SV5+

W3

LD7+

OC0

RW5+

Base —

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Unholy gazePSYCHIC

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 18" | 3 | 4+ | 8 | -2 | D3 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-4 | 3+<br>T5-7 | 4+<br>T8 | 5+<br>T9-15 | 6+<br>T16+ |
|------------|------------|----------|-------------|------------|

4ANGRIFF

5NAHKAMPF

Warp graspLETHAL HITSPSYCHIC

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

VERWUNDET

|            |          |          |            |           |
|------------|----------|----------|------------|-----------|
| 2+<br>T1-2 | 3+<br>T3 | 4+<br>T4 | 5+<br>T5-7 | 6+<br>T8+ |
|------------|----------|----------|------------|-----------|

VERTEIDIGUNG

IMMER / EINMALIG

Malefic Warding

While an INQUISITOR model is leading a unit that contains one or more DAEMONHOST models, models in this unit have a 5+ invulnerable save.

Bound Daemon

While an INQUISITOR model is leading a unit that includes one or more DAEMONHOST models, the Objective Control characteristic of DAEMONHOST models in that unit is 1.

Inquisitorial Retinue

If your Army Faction is not AGENTS OF THE IMPERIUM, then for each unique pairing of 1 INQUISITORIAL AGENTS unit and 1 DAEMONHOST unit occuring in your army, increase the maximum number of RETINUE units permitted in your army by 1. At the start of the Declare Battle Formations step, this unit can join one INQUISITORIAL AGENTS unit from your army that is being led by an INQUISITOR model (a unit cannot have more than one DAEMONHOST unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

|           |            |          |          |          |
|-----------|------------|----------|----------|----------|
| 2+<br>S6+ | 3+<br>S4-5 | 4+<br>S3 | 5+<br>S2 | 6+<br>S1 |
|-----------|------------|----------|----------|----------|

RETTUNGSWURF JE DS

|            |              |              |              |              |
|------------|--------------|--------------|--------------|--------------|
| DS 0<br>5+ | DS -1<br>5++ | DS -2<br>5++ | DS -3<br>5++ | DS -4<br>5++ |
|------------|--------------|--------------|--------------|--------------|

REGELN & KEYWORDS KURZ

**LETHAL HITS** Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

**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 roll...

AUFSTELLUNG

1-2x Daemonhost - Equipped with: Unholy gaze, Warp grasp

KEYWORDS Infantry, Imperium, Psyker, Retinue, Daemon, Daemonhost · FRAKTION Agents of the Imperium