DAEMONHOST [LEGENDS]

DAEMONHOST

M	T	SV	W	LD	OC
6"	3	5+	3	7+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Unholy gaze PSYCHIC	18"	3	4+	8	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warp grasp LETHAL HITS, PSYCHIC	Melee	4	3+	4	-2	1

ABILITIES

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.

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.

KEYWORDS: Infantry, Imperium, Psyker, Retinue, Daemon, Daemonhost

FACTION: Agents of the Imperium

AUFSTELLUNG

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

WEAPON RULES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).