

BE'LAKOR - CHAOS - CHAOS DAEMONS

390 PTS

M	T	Sv	W	LD	OC
12"	11	3+	20	6+	5

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Be'lakor (100mm)
Equipped with: ► Betraying Shades - focused witchfire, ► Betraying Shades - witchfire, ► The Blade of Shadows - strike, ► The Blade of Shadows - sweep

KEYWORDS: Monster, Character, Fly, Epic Hero, Psyker, Chaos, Daemon, Be'lakor, Shadow Legion, Undivided
FACTION KEYWORDS: Legiones Daemonica

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Betraying Shades - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, IGNORES COVER, PSYCHIC	18"	12	2+	6	-3	1
► Betraying Shades - witchfire DEVASTATING WOUNDS, IGNORES COVER, PSYCHIC	18"	9	2+	5	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► The Blade of Shadows - strike DEVASTATING WOUNDS	Melee	7	2+	14	-4	D6+1
► The Blade of Shadows - sweep SUSTAINED HITS 1	Melee	14	2+	8	-3	1

ABILITIES

Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Disciples of Be'lakor
- This unit has the Dark Pacts army rule, and can use it as described in _Codex: Chaos Space Marines_, even though your Army Faction is not Heretic Astartes. If this unit is Be'lakor, it automatically passes the Leadership test required for Dark Pacts.
- Shadow Legion Heretic Astartes models in this unit have the Deep Strike ability.

Shadow Form
At the start of the battle round, select one Shadow Form ability. Until the end of the battle round, this model has that ability.

The Dark Master (Aura)
The area of the battlefield within 6" of this model is considered to be within your army's Shadow of Chaos.

SHADOW FORM

Wreathed in Shadows (Aura, Psychic)
While a friendly Legiones Daemonica unit or Shadow Legion unit is within 6" of this model, that unit can only be targeted by a ranged attack if the attacking model is within 18".

Pall of Despair (Aura, Psychic)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 9" of this model, that unit must take a Battle-shock test. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds. In addition, for each enemy unit that fails a Battle-shock test within 9" of this model, this model regains up to D3 lost wounds.

Shadow Lord (Aura, Psychic)
While a friendly Legiones Daemonica or Shadow Legion unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

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WEAPON ABILITIES

- Devastating Wounds**

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- 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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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).
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

- The Shadow of Chaos**

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

 - Your deployment zone is always within your army's Shadow of Chaos.
 - At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
 - At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.
- DAEMONIC MANIFESTATION**

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).
- DAEMONIC TERROR**

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.
- Warp Rifts**

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

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CORE RULES

Deadly Demise D6
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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).