BE'LAKOR

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

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

RULES - Deadly Demise D6, Deep Strike, Stealth, The Shadow of Chaos, Warp Rifts

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.

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

FACTION: Legiones Daemonica **390 PTS**

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.

Wreathed in Shadows (Aura, Psychic) (Shadow Form)
Effect: 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) (Shadow Form)
Effect: 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) (Shadow Form)
Effect: 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.

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

WEAPON RULES

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).*