

M	T	Sv	W	LD	OC
9"	6	3+	3	6+	1

INVULNERABLE
SAVE



✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

ABILITIES

Chaos icon

Each time the bearer’s unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

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.

Unholy Bloodshed

Once per battle, when this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

FACTION 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]



AUFSTELLUNG

5x Possessed

Equipped with: Hideous mutations



KEYWORDS: Infantry, Chaos,
Daemon, Possessed
FACTION KEYWORDS: Heretic
Astartes