

HURON BLACKHEART

M	T	SV	W	LD	OC	
6"	5	3+	5	6+	1	

AUFSTELLUNG

1x Huron Blackheart

Equipped with: Tyrant's Claw heavy flamer, Tyrant's Claw and exalted power weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tyrant's Claw heavy flamer IGNORES COVER, PISTOL, TORRENT	12"	D6+2	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tyrant's Claw and exalted power weapon	Melee	6	2+	8	-3	3

ABILITIES

CORE - Leader

RULES - Dark Pacts, Deep Strike, Feel No Pain 5+, Leader

Hamadrya's Knowledge (Psychic)

Once per battle round, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D3+3".

Lord of Badab (Aura)

While a friendly Heretic Astartes Infantry unit (excluding Battle-shocked units and Damned units) is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.



Leader

This model can be attached to the following units:

- Chosen
- Chaos Terminator Squad
- Legionaries
- Masters of the Maelstrom
- Red Corsairs Raiders

WEAPON RULES

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).

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.