

POSSESSED

120–250 PTS



M

9"

T

6

SV

3+

W

3

LD

6+

OC

1

5+

MELEE WEAPONS

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

AUFSTELLUNG

5x Possessed

Equipped with: Hideous mutations

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.

CORE 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]

