

BE'LAKOR, CHAOS DAEMON PRINCE



MELEE WEAPONS

Blade of Shadows

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

2

DESCRIPTION

Be'lakor is a single model. He wields the sinister Blade of Shadows.

FLY

Be'lakor can fly.

ABILITIES

Shadow Form: Ignore the weapon's Rend when making save rolls for Be'lakor.

The Dark Master: After set-up is complete, secretly note down a unit in the enemy army – unbeknownst to your opponent, Be'lakor has been manipulating that unit for some time. At the start of one of your opponent's hero phases you can reveal your choice. For the rest of that battle round your opponent must roll a dice each time that unit attempts to cast a spell, move, charge or attack; on a 4 or more that action can be performed normally, otherwise they have fallen foul of Be'lakor's machinations and it cannot.

Lord of Torment: If any models flee from a unit within 10" of Be'lakor, he is reinvigorated by their suffering and immediately heals D3 wounds.

MAGIC

Be'lakor is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Enfeeble Foe spells.

ENFEEBLE FOE

Enfeeble Foe has a casting value of 6. If successfully cast, pick one visible enemy unit within 18". Until your next hero phase, the opposing player must subtract 1 from any wound rolls he makes for that unit in the combat phase.

KEYWORDS

CHAOS, DAEMON, MONSTER, HERO, WIZARD, DAEMON PRINCE, BE'LAKOR