



BE'LAKOR



Be'lakor is unique amongst his ascended kin, the only Daemon Prince ever to be blessed by all four of the Brothers in Darkness. A creature of shadow and deception, those caught in his manipulations do not realise their doom until it is too late.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Shadows	1"	6	3+	3+	-1	2

DESCRIPTION

Be'lakor is a named character that is a single model. He is armed with the Blade of Shadows.

FLY: This model can fly.

ABILITIES

The Dark Master: *Many puppets dance on Be'lakor's infernal strings, though few realise as much until their fate is sealed.*

After set-up is complete but before the first battle round begins, secretly pick 1 enemy unit on the battlefield. Once per battle, at the start of the enemy hero phase, you can reveal which unit you picked.

Until your next hero phase, your opponent must roll a dice each time that unit attempts to cast a spell, move, charge or attack with any weapons it is armed with. On a 1-4, that unit cannot do so. On a 5+, that unit can do so as normal.

Lord of Torment: *Be'lakor is invigorated by the suffering and terror of mortals.*

If an enemy unit fails a battleshock test while it is within 10" of this model, you can heal up to D3 wounds allocated to this model.

Shadow Form: *Be'lakor's physical form is as insubstantial as the cloying mists of Ulgu, and just as hard to land a telling blow against.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

MAGIC

Be'lakor is a **WIZARD**. He can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Enfeeble Foe spells.

Enfeeble Foe: *With a series of hissed incantations, Be'lakor instils visions of loss and despair in the minds of his enemies to drain them of their fighting spirit.*

Enfeeble Foe has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Subtract 1 from wound rolls for attacks made with melee weapons by that unit until your next hero phase.

KEYWORDS

CHAOS, DAEMON, SLAVES TO DARKNESS, UNDIVIDED, HERO, WIZARD, DAEMON PRINCE, BE'LAKOR