DAEMON PRINCE OF TZEENTCH

170 PTS

M	T	Sv	W	LD	OC
9"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Daemon Prince of Tzeentch (60mm)

Equipped with: Dark Blessing, Infernal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Blessing IGNORES COVER PSYCHIC SUSTAINED HITS 1	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike DEVASTATING WOUNDS PSYCHIC	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep DEVASTATING WOUNDS PSYCHIC	Melee	12	2+	6	-1	1

ABILITIES

Glamour of Tzeentch (Aura, Psychic)
While a friendly Thousand Sons Infantry unit is within 6" of this model, models in that unit have the Stealth ability.

Mortal Sorcery (Aura)
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Servile Pawns
While this model is within 3" of one or more friendly Thousand Sons Infantry units, this model has the Lone Operative ability.

Spirit Snare
Each time a friendly Thousand Sons Psyker model with the Cabal of Sorcerers ability is destroyed while within 9" of one or more models with this ability, select one of those models with this ability: until the end of the battle, each time the selected model attempts a Ritual, add 1 to the **Psychic** test result (to a maximum of +2).

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

KEYWORDS: Monster, Character, Daemon, Psyker, Chaos, Tzeentch, Daemon Prince
FACTION KEYWORDS: Thousand Sons

DAEMON PRINCE OF TZEENTCH

170 PTS

M	T	Sv	W	LD	OC
9"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Cabal of Sorcerers
If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Monster, Character, Daemon, Psyker, Chaos, Tzeentch, Daemon Prince
FACTION KEYWORDS: Thousand Sons