DAEMON PRINCE OF KHORNE

200 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon RAPID FIRE 1	24"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	6	-1	1

ABILITIES

Devastating Assault
Each time this model makes a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.

Direct the Slaughter
Once per battle round, one model from your army with this ability can use it when a friendly World Eaters unit within 12" of this model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.

Lord of Murder
While this model is within 3" of one or more friendly World Eaters Infantry units, this model has the Lone Operative ability.

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Blessings of Khorne
If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6. First they use the two 6s to activate Warp Blades (which requires a double 5+), leaving the following dice: 1, 2, 2, 2, 3, 4.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

AUFSTELLUNG

1x Daemon Prince of Khorne (60mm)

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

KEYWORDS: Monster, Character, Chaos, Khorne, Daemon, Daemon Prince
FACTION KEYWORDS: World Eaters

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10"	10	2+	10	6+	3

INVULNERABLE SAVE 4+

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.

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