

DAEMON PRINCE OF TZEENTCH WITH WINGS

M13"

T9

SV2+

W10

LD6+

OC3

RW4+

170 PTS
Base 60mm



- Cabal of Sorcerers
- Deadly Demise D3
- Deep Strike

1KOMMANDO

2BEWEGUNG

Aetherstride (Psychic)
In your Movement phase, when this model is set up on the battlefield using the Deep Strike ability, it can perform an aetherstride. If it does:
- It can be set up anywhere on the battlefield more than 6" horizontally away from all enemy units.
- Until the end of the turn, its Dark Blessing has the [Sustained Hits D3] ability.
- Until the end of the turn, it is not eligible to declare a charge.

3BESCHUSS

Dark Blessing IGNORES COVER PSYCHIC
SUSTAINED HITS 1
R 24" A 9 BS 2+ S 4 AP -1 D 1
VERWUNDET
2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Infernal cannon
R 24" A 3 BS 2+ S 5 AP -2 D 2
VERWUNDET
2+ T1-2 3+ T3-4 4+ T5 5+ T6-9 6+ T10+

4ANGRIFF

5NAHKAMPF

Hellforged weapons - strike
DEVASTATING WOUNDS PSYCHIC
R A WS S AP D
Melee 6 2+ 8 -2 3
VERWUNDET
2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Hellforged weapons - sweep
DEVASTATING WOUNDS PSYCHIC
R A WS S AP D
Melee 12 2+ 6 -1 1
VERWUNDET
2+ T1-3 3+ T4-5 4+ T6 5+ T7-11 6+ T12+

VERTEIDIGUNG

Hunter of Souls
Each time this model makes an attack that targets a Character unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1 (if that attack targets a Psyker Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll instead). Each time this model destroys a Character unit, this model regains up to D3 lost wounds (if that Character unit was a Psyker, this model regains up to 3 lost wounds instead).

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT
W9 · RW 2+ · 4++ · 10 LP je Modell
WIRD VERWUNDET MIT
2+ S18+ 3+ S10-17 4+ S9 5+ S5-8 6+ S1-4
RETTUNGSWURF JE DS
DS 0 2+ DS -1 3+ DS -2 4+ DS -3 4++ DS -4 4++

REGELN & KEYWORDS KURZ
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.
Deadly Demise D3 This ability always takes the form Deadly Demise X.
Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...
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...
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 mod...
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 rol...
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
1x Daemon Prince of Tzeentch with wings
Ausrüstung: Dark Blessing, Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep