

DAEMON PRINCE OF TZEENTCH

M

9"

T

10

SV

2+

W

10

LD

6+

OC

3

RW

4+

170 PTS

Base 60mm



- Cabal of Sorcerers
- Deadly Demise D3

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Dark Blessing

IGNORES COVER

PSYCHIC

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	9	2+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Infernal cannon

R	A	BS	S	AP	D
24"	3	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

5

NAHKAMPF

Hellforged weapons - strike

DEVASTATING WOUNDS

PSYCHIC

R	A	WS	S	AP	D
Melee	6	2+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Hellforged weapons - sweep

DEVASTATING WOUNDS

PSYCHIC

R	A	WS	S	AP	D
Melee	12	2+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

VERTEIDIGUNG

IMMER / EINMALIG

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).

GEGEN DIESE EINHEIT

W10 · RW 2+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	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.

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

Ausrüstung:

Dark Blessing, Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep