

# DAEMON PRINCE OF KHORNE WITH WINGS

M14"

T9

SV2+

W10

LD6+

OC3

RW4+

170 PTS  
Base 60mm



- Blessings of Khorne
- Deadly Demise D3
- Deep Strike

1KOMMANDO

2BEWEGUNG

**Swooping Predator**  
Each time this model ends a Normal or Advance move, you can select one enemy unit that it moved over during that move and roll 6 D6: for each 4+, that enemy unit suffers 1 mortal wound.

3BESCHUSS

**Infernal cannon** **RAPID FIRE 1**

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 3 | 3+ | 5 | -1 | 2 |

VERWUNDET

|            |            |          |            |            |
|------------|------------|----------|------------|------------|
| 2+<br>T1-2 | 3+<br>T3-4 | 4+<br>T5 | 5+<br>T6-9 | 6+<br>T10+ |
|------------|------------|----------|------------|------------|

4ANGRIFF

5NAHKAMPF

**Hellforged weapons - strike**

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

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-4 | 3+<br>T5-7 | 4+<br>T8 | 5+<br>T9-15 | 6+<br>T16+ |
|------------|------------|----------|-------------|------------|

**Hellforged weapons - sweep**

|       |    |    |   |    |   |
|-------|----|----|---|----|---|
| R     | A  | WS | S | AP | D |
| Melee | 16 | 2+ | 6 | -1 | 1 |

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-3 | 3+<br>T4-5 | 4+<br>T6 | 5+<br>T7-11 | 6+<br>T12+ |
|------------|------------|----------|-------------|------------|

**Bloodied Terror**  
At the start of the Fight phase, each enemy unit within Engagement Range of this model must take a Battle-shock test, subtracting 1 if that enemy unit is Below Half-strength.

VERTEIDIGUNG

IMMER / EINMALIG

**GEGEN DIESE EINHEIT**  
W9 · RW 2+ · 4++ · 10 LP je Modell  
WIRD VERWUNDET MIT

|            |              |          |            |            |
|------------|--------------|----------|------------|------------|
| 2+<br>S18+ | 3+<br>S10-17 | 4+<br>S9 | 5+<br>S5-8 | 6+<br>S1-4 |
|------------|--------------|----------|------------|------------|

RETTUNGSWURF JE DS

|            |             |             |              |              |
|------------|-------------|-------------|--------------|--------------|
| DS 0<br>2+ | DS -1<br>3+ | DS -2<br>4+ | DS -3<br>4++ | DS -4<br>4++ |
|------------|-------------|-------------|--------------|--------------|

**REGELN & KEYWORDS KURZ**  
**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.  
**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...  
**RAPID FIRE** This ability always takes the form [RAPID FIRE X].

**AUFSTELLUNG**  
1x Daemon Prince of Khorne with wings  
**Ausrüstung:** Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep

KEYWORDS Monster, Character, Chaos, Khorne, Daemon, Daemon Prince, Fly · FRAKTION World Eaters