

HERETIC ASTARTES

DAEMON PRINCE

WITH WINGS

M

12"

T

9

SV

2+

W

10

LD

6+

OC

3

RW

4+

170 PTS

Base 60mm



- Dark Pacts
- Deadly Demise D3
- Deep Strike

1 KOMMANDO

Flying Horror
Each time this model ends a Normal or Advance move, select one enemy unit it moved over during that move. That unit must take a Battle-shock test.

2 BEWEGUNG

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3 BESCHUSS

Infernal cannon

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

VERWUNDET

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

4 ANGRIFF

Daemonic Destruction
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

5 NAHKAMPF

Hellforged weapons - strike

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

R	A	WS	S	AP	D
Melee	14	2+	6	0	1

VERWUNDET

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

VERTEIDIGUNG

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03 IMMER / EINMALIG

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.
Nurgle
Add 1 to this model's Toughness characteristic.
Slaanesh
Add 2" to this model's Move characteristic.
Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Dark Pacts If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.
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...

AUFSTELLUNG

1x Heretic Astartes Daemon Prince with wings
Ausrüstung: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep