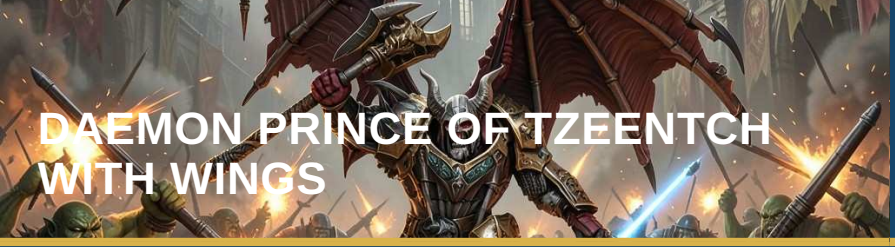

DAEMON PRINCE OF TZEENTCH WITH WINGS

170 PTS

M	T	SV	W	LD	OC
13"	9	2+	10	6+	3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Blessing IGNORES COVER, PSYCHIC, SUSTAINED HITS 1	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellforged weapons - strike DEVASTATING WOUNDS, PSYCHIC	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep DEVASTATING WOUNDS, PSYCHIC	Melee	12	2+	6	-1	1

AUFSTELLUNG

1x Daemon Prince of Tzeentch with wings (60mm)

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

ABILITIES

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.

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).

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.

KEYWORDS: Monster, Character, Daemon, Psyker, Chaos, Tzeentch, Daemon Prince, Fly

FACTION: Thousand Sons

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 model or unit the benefit of cover (e.g. Stealth).

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 roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

RULES

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. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6

2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.

3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

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").

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.