

DAEMON PRINCE OF KHORNE WITH WINGS

M	T	SV	W	LD	OC	
14"	9	2+	10	6+	3	

AUFSTELLUNG

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

Equipped with: Infernal cannon, ► Hellforged weapons - strike, ► Hellforged weapons - sweep



⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon RAPID FIRE 1	24"	3	3+	5	-1	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
▶ Hellforged weapons - strike	Melee	8	2+	8	-2	3
▶ Hellforged weapons - sweep	Melee	16	2+	6	-1	1

ABILITIES

RULES - Blessings of Khorne, Deadly Demise D3, Deep Strike

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.

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.

WEAPON RULES

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

