

FULGRIM

Deadly Demise D6 Deep Strike Thrill Seekers

M

16"

T

11

SV

2+

W

16

LD

5+

OC

6

RW

4+

340 PTS
Base 130mm



1 KOMMANDO

Daemon Prince of Slaanesh
At the start of your opponent's Command phase, select one of the abilities in the Daemon Prince of Slaanesh section. Until the start of your opponent's next Command phase, this model has that ability.

2 BEWEGUNG

Enthralling Hypnosis (Aura)
While an enemy unit is within 6" of this model, each time that unit is selected to Fall Back, it must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

Serpentine
Each time this model makes a Normal, Advance or Fall Back move, it can move over sections of terrain features that are 4" or less in height.

3 BESCHUSS

Malefic lash **SUSTAINED HITS 1**

R	A	BS	S	AP	D
12"	6	2+	8	-2	2

VERWUNDET

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

Daemonic Poisons
In your Shooting phase and the Fight phase, after this model has finished making its attacks, select one enemy unit hit by one or more of those attacks. Until the end of the battle, that enemy unit is poisoned. At the start of each player's Command phase, roll one D6 for each poisoned enemy unit on the battlefield: on a 4+, that enemy unit suffers D3 mortal wounds.

4 ANGRIFF

5 NAHKAMPF

Serpentine tail **EXTRA ATTACKS**

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

VERWUNDET

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

► Daemonic blades - strike
SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	2+	14	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

► Daemonic blades - sweep
SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	12	2+	8	-2	2

VERWUNDET

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

Daemonic Speed
This model has the Fights First ability.

VERTEIDIGUNG

Beguiling Form
Each time a model makes an attack that targets this unit, subtract 1 from the Hit roll.

IMMER / EINMALIG

Supreme Commander
If this model is in your army, it must be your Warlord.

GEGEN DIESE EINHEIT
W11 · RW 2+ · 4++ · 16 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5

RETTUNGSWURF JE DS

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

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ
Deadly Demise D6 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...
Thrill Seekers If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so: - It cann...
EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
1x Fulgrim
Ausrüstung: Malefic lash, Serpentine tail, ► Daemonic blades - strike, ► Daemonic blades - sweep