CHAOS - EMPEROR'S CHILDREN

# FULGRIM

Deadly Demise D6 | Deep Strike | Thrill Seekers

| M | T | SV | W | LD | OC | RW |
|---|---|---|---|---|---|---|
| 16" | 11 | 2+ | 16 | 5+ | 6 | 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

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## 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

**KEYWORDS** Chaos, Slaanesh, Fulgrim, Primarch, Daemon, Monster, Fly, Epic Hero, Character, Mobile · **FRAKTION** Emperor's Children