

# DAEMON PRINCE OF SLAANESH

170 PTS

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 10 | 2+ | 10 | 6+ | 3  |

INVULNERABLE  
SAVE



## AUFSTELLUNG

1x Daemon Prince of Slaanesh

**Equipped with:** Internal cannon, ➤ Hellforged weapons - strike, ➤ Hellforged weapons - sweep

## RANGED WEAPONS

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

## MELEE WEAPONS

| WEAPON                        | RANGE | A  | WS | S | AP | D |
|-------------------------------|-------|----|----|---|----|---|
| ➤ Hellforged weapons - strike | Melee | 6  | 2+ | 8 | -2 | 3 |
| ➤ Hellforged weapons - sweep  | Melee | 14 | 2+ | 6 | 0  | 1 |

## ABILITIES

- Ecstatic Death**  
If this model is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. This model can fight after the attacking unit has finished making its attacks, and is then removed from play.
- Excessive Vigour (Aura)**  
While a friendly Slaanesh unit is within 6" of this model, if that unit made a Charge move this turn, improve the Armour Penetration characteristic of melee weapons equipped by that unit by 1.
- Lord of Excess**  
While this model is within 3" of one or more friendly Slaanesh Infantry, this model has the Lone Operative ability.

## FACTION RULES

- 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 cannot target a unit it was within Engagement Range of at the start of the turn
  - It cannot target a unit that was the target of another unit's charge or attack this phase.

## CORE RULES

- 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").
- Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*



**KEYWORDS:** Monster, Character, Chaos, Daemon, Slaanesh, Daemon Prince  
**FACTION KEYWORDS:** Emperor's Children