

M	T	Sv	W	LD	OC
16"	11	2+	16	5+	6

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Malefic lash SUSTAINED HITS 1	12"	6	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Serpentine tail EXTRA ATTACKS	Melee	6	2+	6	-1	1
► Daemonic blades - strike SUSTAINED HITS 1	Melee	6	2+	14	-3	D6+1
► Daemonic blades - sweep SUSTAINED HITS 1	Melee	12	2+	8	-2	2

ABILITIES

- Beguiling Form

Each time a model makes an attack that targets this unit, subtract 1 from the Hit roll.
- 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.
- 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.
- Daemonic Speed

This model has the Fights First ability.
- 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.
- 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.
- Supreme Commander

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



AUFSTELLUNG

1x Fulgrim

Equipped with: Malefic lash, Serpentine tail, ► Daemonic blades - strike, ► Daemonic blades - sweep



KEYWORDS: Chaos, Slaanesh, Fulgrim, Primarch, Daemon, Monster, Fly, Epic Hero, Character, Mobile

FACTION KEYWORDS: Emperor's Children

WEAPON ABILITIES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

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).*

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 D6

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.

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.

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