

DAEMON PRINCE OF KHORNE WITH WINGS

- CHAOS - WORLD EATERS

170 PTS

|     |   |    |    |    |    |
|-----|---|----|----|----|----|
| M   | T | Sv | W  | LD | OC |
| 14" | 9 | 2+ | 10 | 6+ | 3  |

INVULNERABLE  
SAVE

4+

AUFSTELLUNG

1x Daemon Prince of Khorne with wings

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

KEYWORDS:

Monster, Character, Chaos, Khorne, Daemon, Daemon Prince, Fly

FACTION KEYWORDS:

World Eaters

🎯 RANGED WEAPONS

| WEAPON                          | RANGE | A | BS | S | AP | D |
|---------------------------------|-------|---|----|---|----|---|
| Infernal cannon<br>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

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 ABILITIES

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).

FACTION RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6. First they use the two 6s to activate Warp Blades (which requires a double 5+), leaving the following dice: 1, 2, 2, 2, 3, 4.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

CORE RULES

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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.*

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.