

DAEMON PRINCE OF CHAOS WITH WINGS

M	T	SV	W	LD	OC	
12"	9	2+	10	6+	3	4+

AUFSTELLUNG

1x Daemon Prince of Chaos with wings

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

Wargear Options:

- This model can replace its Khorne with Nurgle, Slaanesh or Tzeentch.

⚙️ 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

RULES - Deadly Demise D3, Deep Strike, The Shadow of Chaos, Warp Rifts

Harbinger of Death

Each time this model is selected to fight, select one of the following abilities. Until the end of the phase, this model's hellforged weapons have that ability:

- [LETHAL HITS]
- [PRECISION]
- [SUSTAINED HITS 1]

Malefic Destruction

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of this model's hellforged weapons.



Seductive Gambit

Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

