

FULGRIM

M	T	SV	W	LD	OC	4+
16"	11	2+	16	5+	6	

AUFSTELLUNG

1x Fulgrim

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

⚔ 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

RULES - Deadly Demise D6, Deep Strike, Thrill Seekers

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.

WEAPON RULES

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).

