

DAEMON PRINCE OF TZEENTCH

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

AUFSTELLUNG

1x Daemon Prince of Tzeentch

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

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dark Blessing IGNORES COVER, PSYCHIC, SUSTAINED HITS 1	24"	9	2+	4	-1	1
Infernal cannon	24"	3	2+	5	-2	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hellforged weapons - strike DEVASTATING WOUNDS, PSYCHIC	Melee	6	2+	8	-2	3
► Hellforged weapons - sweep DEVASTATING WOUNDS, PSYCHIC	Melee	12	2+	6	-1	1

ABILITIES

RULES - Cabal of Sorcerers, Deadly Demise D3

Glamour of Tzeentch (Aura, Psychic)

While a friendly Thousand Sons Infantry unit is within 6" of this model, models in that unit have the Stealth ability.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.

Servile Pawns

While this model is within 3" of one or more friendly Thousand Sons Infantry units, this model has the Lone Operative ability.

Spirit Snare

Each time a friendly Thousand Sons Psyker model with the Cabal of Sorcerers ability is destroyed while within 9" of one or more models with this ability, select one of those models with this ability: until the end of the battle, each time the selected model attempts a Ritual, add 1 to the **Psychic** test result (to a maximum of +2).



WEAPON RULES

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Psychic

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).



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).