

DAEMON PRINCE OF KHORNE

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

AUFSTELLUNG

1x Daemon Prince of Khorne

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Infernal cannon 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

RULES - Blessings of Khorne, Deadly Demise D3

Devastating Assault

Each time this model makes a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.

Direct the Slaughter

Once per battle round, one model from your army with this ability can use it when a friendly World Eaters unit within 12" of this model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.

Lord of Murder

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



WEAPON RULES

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).