

DAEMON PRINCE OF SLAANESH WITH WINGS

205 PTS



M

14"

T

9

SV

2+

W

10

LD

6+

OC

3

4+

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

AUFSTELLUNG

1x Daemon Prince of Slaanesh with Wings

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

ABILITIES

Daemonic Destruction
Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6 for each of this model's remaining wounds: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

Stimulated by Pain
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

CORE RULES

- ◆ **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").
- ◆ **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.
- ◆ **Thrill Seekers**
If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so:
 - It cannot target a unit it was within Engagement Range of at the start of the turn
 - It cannot target a unit that was the target of another unit's charge or attack this phase.