

• WARSCROLL •

SLAVES TO DARKNESS DAEMON PRINCE

Those champions who consistently please their patron god may eventually be granted immortality as a Daemon Prince. Each of these black-hearted monsters is a living icon of their master's power, and a terrifying foe to face on the battlefield.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemonic Axe	1"	3	3+	3+	-2	2
Hellforged Sword	2"	4	4+	3+	-1	D3
Malefic Talons	1"	3	3+	3+	-	2

DESCRIPTION

A Slaves to Darkness Daemon Prince is a single model armed with one of the following weapon options: Daemonic Axe and Malefic Talons; or Hellforged Sword and Malefic Talons.

FLY: This model can fly.

MARK OF CHAOS: When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

ABILITIES

Bounding Charge: *Little can hope to stand before the fury of a charging Daemon Prince.*

Add 1 to hit rolls for attacks made by this model if it charged in the same turn.

Hellforged Sword: *This sword can carve through armour and flesh as if they were made of nothing more than paper.*

If the unmodified hit roll for an attack made with a Hellforged Sword is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Immortal Champion: *Those favoured enough to ascend to daemonhood are among the most deadly servants of the Ruinous Powers.*

This model fights at the start of the combat phase. This model cannot fight again in that phase unless an ability or spell allows it to fight more than once.

COMMAND ABILITIES

Bloodslick Ground: *The Daemon Prince summons pools of thick gore around itself to hinder the movement of its enemies.*

You can use this command ability in your hero phase if this model has the **KHORNE** keyword. If you do so, until your next hero phase, run and charge rolls made for enemy units within 18" of this model are halved. You cannot use this command ability more than once per turn.

Arcane Influence: *The Daemon Prince harnesses a fraction of Tzeentch's arcane might.*

You can use this command ability at the start of your hero phase if this model has the **TZEENTCH** keyword. If you do so, pick 1 friendly **SLAVES TO DARKNESS WIZARD** wholly within 12" of this model. Add 1 to casting rolls for that unit until the end of that phase.

Bloated Blessings: *The Daemon Prince gifts their followers with pestilent pustules that spray bile and corrosive acid when burst open.*

You can use this command ability at the start of your hero phase if this model has the **NURGLE** keyword. If you do so, pick 1 friendly **SLAVES TO DARKNESS NURGLE** unit wholly within 12" of this model. Until your next hero phase, if the unmodified hit roll for an attack that targets that unit is 6, the attacking unit suffers D3 mortal wounds after all of its attacks have been resolved.

Revel in Agony: *The deadly mania of this Daemon Prince and their followers only grows as they suffer blissful injury.*

You can use this command ability at the start of the combat phase if this model has the **SLAANESH** keyword. If you do so, until your next hero phase, if any models from a friendly **SLAVES TO DARKNESS SLAANESH** unit wholly within 12" of this model are slain by an attack made with a melee weapon by an enemy unit, add 1 to hit rolls for attacks made by that friendly unit that target that enemy unit until your next hero phase. You cannot use this command ability more than once per turn.

KEYWORDS

CHAOS, DAEMON, SLAVES TO DARKNESS, HERO, MARK OF CHAOS, DAEMON PRINCE