

# DAEMON PRINCE

Transfigured as a reward for their service as mortal champions of Chaos, Daemon Princes are vast in stature, their gigantic frames twisted into shapes more pleasing to the masters that claim their allegiance for all eternity. Tirelessly they hunt the enemies of Chaos from one realm to another, for their meat is mortal flesh and their wine the stuff of souls.



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

## DESCRIPTION

A Daemon Prince is a single model. It cleaves the foe with a Daemonic Axe or Hellforged Sword and rends them apart with its Malefic Talons. Some Daemon Princes have been blessed with the ability to fly.

## FLY

A Daemon Prince that can fly has a Move of 12" instead of 8".

## ABILITIES

**Cursed Soul-eater:** A Daemon Prince that is not dedicated to one of the Chaos Gods heals 1 wound at the end of any combat phase in which it killed any models. If it killed any **HEROES** or **MONSTERS**, it heals D3 wounds instead.

**Immortal Champion:** When you set up this model, you can declare that it is dedicated to **KHORNE**, **NURGLE**, **TZEENTCH** or **SLAANESH**. If you do,

the Daemon Prince replaces its Cursed Soul-eater ability with the relevant ability from the following list:

**KHORNE** Daemon Princes, their veins running with liquid fire, are blood-crazed champions. You can add 1 to all hit rolls made for a Khorne Daemon Prince.

**NURGLE** Daemon Princes are bloated with disease, and are unnaturally resistant to harm. A Nurgle Daemon Prince has a save of 3+.

**TZEENTCH** Daemon Princes are surrounded by a nimbus of magical light. A Tzeentch Daemon Prince is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. A Tzeentch Daemon Prince knows the Arcane Bolt and Mystic Shield Spells.

**SLAANESH** Daemon Princes are impossibly quick. When your opponent selects a unit within 3" of the Daemon Prince to pile in and attack in the combat phase, you can immediately select the Daemon Prince to pile in and attack before the enemy unit, even though it is not your turn to do so. This model can only do this if it has not already attacked in this phase.

## MAGIC

**CHAOS WIZARDS** know the Summon Daemon Prince spell, in addition to any others they know.

## SUMMON DAEMON PRINCE

Summon Daemon Prince has a casting value of 8. If successfully cast, you can set up a Daemon Prince within 16" of the summoner and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

## DAEMON PRINCE

### KEYWORDS

CHAOS, DAEMON, MONSTER, HERO, DAEMON PRINCE

## DAEMON PRINCE OF KHORNE

### KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, DAEMON PRINCE

## DAEMON PRINCE OF NURGLE

### KEYWORDS

CHAOS, DAEMON, NURGLE, MONSTER, HERO, DAEMON PRINCE

## DAEMON PRINCE OF TZEENTCH

### KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, DAEMON PRINCE

## DAEMON PRINCE OF SLAANESH

### KEYWORDS

CHAOS, DAEMON, SLAANESH, MONSTER, HERO, DAEMON PRINCE