

FIENDS - CHAOS - EMPEROR'S CHILDREN

90–190 PTS

FIENDS

M	T	Sv	W	LD	OC
12"	5	7+	4	7+	2

INVULNERABLE
SAVE

5+

BLISSBRINGER

M	T	Sv	W	LD	OC
12"	5	7+	4	7+	2

INVULNERABLE
SAVE

5+

AUFSTELLUNG

2-5x Fiends - Equipped with: Barbed tail and dissecting claws (75 x 42mm)
1x Blissbringer - Equipped with: Barbed tail and dissecting claws (75 x 42mm)

KEYWORDS: Beast, Chaos, Daemon, Slaanesh, Fiends, Summoned

FACTION KEYWORDS: Legions of Excess

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Barbed tail and dissecting claws DEVASTATING WOUNDS	Melee	5	3+	5	-2	2

ABILITIES

Soporific Musk

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.

WEAPON ABILITIES

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.*

CORE RULES

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.