



1KOMMANDO

2BEWEGUNG

No Prey Can Evade
You can re-roll Advance and Charge rolls made for this model.

3BESCHUSS

Lash of Slaanesh

ASSAULT

R	A	BS	S	AP	D
12"	6	2+	6	-1	2

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Pavane of Slaanesh - focused witchfire

HAZARDOUS

DEVASTATING WOUNDS

PSYCHIC

SUSTAINED HITS 3

R	A	BS	S	AP	D
18"	D6	2+	9	-2	D3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Pavane of Slaanesh - witchfire

DEVASTATING WOUNDS

PSYCHIC

R	A	BS	S	AP	D
18"	D6	2+	9	-1	D3

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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4ANGRIFF

5NAHKAMPF

Snapping claws

DEVASTATING WOUNDS

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	2+	6	-2	3

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Soulpiercer

PRECISION

R	A	WS	S	AP	D
Melee	6	2+	12	-3	D6+2

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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Monarch of the Hunt
At the start of the first battle round, select one enemy unit to be this model's quarry. Each time this model makes a melee attack that targets its quarry, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's quarry is destroyed, select one new enemy unit to be this model's quarry.

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 4++ · 20 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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" horizo...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Shalaxi Helbane

Ausrüstung: Lash of Slaanesh, Pavane of Slaanesh - focused witchfire, Pavane of Slaanesh - witchfire, Snapping claws, Soulpiercer