DAEMONETTES

DAEMONETTE

M	T	SV	W	LD	OC	
9"	3	7+	1	7+	1	5+

ALLURESS

M	T	SV	W	LD	OC	
9"	3	7+	1	7+	1	5+

AUFSTELLUNG

9x Daemonette - Equipped with: Slashing claws (25mm)
1x Alluress - Equipped with: Slashing claws (25mm)

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

RULES - Deep Strike, Fights First

Daemonic Icon
Models in the bearer's unit have a Leadership characteristic of 6+.

Horrifying Beauty
At the start of the Fight phase, each enemy unit in Engagement Range of one or more units from your army with this ability must take a Battle-shock test, subtracting 1 from that test if that enemy unit is Below Half-strength.

Instrument of Chaos
Add 1 to Charge rolls made for the bearer's unit.

WEAPON RULES

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.*