

SYLL'ESSKE

Leader Deep Strike The Shadow of Chaos Warp Rifts

M9"

T6

SV6+

W9

LD6+

OC2

RW4+

120 PTS
Base 50mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Scourging whip

ASSAULT

R9"

A6

BS3+

S4

AP-1

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

►Cacophonic choir - focused witchfire

DEVASTATING WOUNDS

HAZARDOUS

IGNORES COVER

PSYCHIC

TORRENT

R12"

A2D6

BSN/A

S6

AP-1

D1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

►Cacophonic choir - witchfire

DEVASTATING WOUNDS

IGNORES COVER

PSYCHIC

TORRENT

R12"

AD6

BSN/A

S6

AP-1

D1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

4ANGRIFF

Seductive Gambit

Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

5NAHKAMPF

Axe of Dominion

RMelee

A6

WS3+

S7

AP-2

D3

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Scourging whip

EXTRA ATTACKS

RMelee

A6

WS2+

S4

AP-1

D1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Prince of Slaanesh

While this model is leading a unit, each time a model in that unit makes a melee attack, a successful unmodified Wound roll of 5+ scores a Critical Wound.

VERTEIDIGUNG

IMMER / EINMALIG

Delightful Agonies

The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

GEGEN DIESE EINHEIT

W6 · RW 6+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+

S12+

3+

S7-11

4+

S6

5+

S4-5

6+

S1-3

RETTUNGSWURF JE DS

DS 0

4++

DS -1

4++

DS -2

4++

DS -3

4++

DS -4

4++

REGELN & KEYWORDS KURZ

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...

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: ■ Your deployment zone...

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos,...

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...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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...

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Syll'esske

Ausrüstung: Scourging whip, ► Cacophonic choir - focused witchfire, ► Cacophonic choir - witchfire, Axe of Dominion

Anführer

This model can be attached to the following unit:

• DAEMONETTES