HERALD OF SLAANESH ON STEED OF SLAANESH [LEGENDS]

M	T	SV	W	LD	OC	
14"	4	7+	4	7+	2	5+

AUFSTELLUNG

1x Herald of Slaanesh on Steed of Slaanesh [Legends]

Equipped with: Lashing tongue, Ravaging claws

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongue EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Scouts 9", The Shadow of Chaos, Warp Rifts

Lethal Caress
While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

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.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

KEYWORDS: Mounted, Character, Psyker, Chaos, Daemon, Slaanesh, Herald of Slaanesh, Shadow Legion, Slaanesh non-Battleline, Non-Monster Character, Leader

FACTION: Legiones Daemonica **70 PTS**

Symphony of Pain (Psychic)

At the end of your Movement phase, you can select one enemy unit that is Battle-shocked and within 12" of this model. Until the end of the turn, each time a SLAANESH LEGIONES DAEMONICA model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Leader

This model can be attached to the following unit:

- SEEKERS

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.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*