INFERNAL ENRAPTURESS

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

AUFSTELLUNG

1x Infernal Enrapturess (60x35.5mm Oval Base)

Equipped with: ➤ Heartstring lyre - cacophonous melody, ➤ Heartstring lyre - euphonic blast, Ravaging claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Heartstring lyre - cacophonous melody ASSAULT	18"	6	3+	6	0	1
➤ Heartstring lyre - euphonic blast ASSAULT	24"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravaging claws DEVASTATING WOUNDS	Melee	5	2+	4	-1	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Fights First, Leader, The Shadow of Chaos, Warp Rifts

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, Psychic weapons equipped by models in that unit have the [HAZARDOUS] ability.

Harmonic Alignment
While this model is leading a unit, in your Command phase, you can return D3 destroyed Bodyguard models to that unit.

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.

KEYWORDS: Infantry, Character, Chaos, Daemon, Slaanesh, Infernal Enrapturess, Slaanesh non-Battleline, Shadow Legion, Non-Monster Character, Leader

FACTION: Legiones Daemonica **60 PTS**

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

Leader
This model can be attached to the following unit:

- DAEMONETTES

WEAPON RULES

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 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.*