

TRANCEWEAVER

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

AUFSTELLUNG

1x Tranceweaver (32mm)

Equipped with: Ravaging claws

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

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

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.

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.



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Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker, you can re-roll the Hit roll instead.

Leader

This model can be attached to the following unit:

- DAEMONETTES

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.

