

ZARAKYNEL [LEGENDS]

M	T	SV	W	LD	OC	
14"	10	5+	20	6+	5	

AUFSTELLUNG

1x Zarakynel [Legends]

Equipped with: ➤ Phantasmagoria - focused witchfire, ➤ Phantasmagoria - witchfire, Snapping claws, Souleater blade

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Phantasmagoria - focused witchfire DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC	18"	9	2+	6	-2	1
➤ Phantasmagoria - witchfire DEVASTATING WOUNDS, PSYCHIC	18"	6	2+	6	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snapping claws DEVASTATING WOUNDS, EXTRA ATTACKS	Melee	4	2+	6	-2	3
Souleater blade	Melee	6	2+	9	-2	3

ABILITIES

RULES - Deadly Demise D6, Deep Strike, The Shadow of Chaos, Warp Rifts

Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emissary of the Prince of Excess (Aura)

While a friendly SLAANESH LEGIONES DAEMONICA unit is within 6" of this model, you can re-roll Battle-shock tests taken for that unit.

Mesmerising Form

Each time an attack targets this model, subtract 1 from the Hit roll.

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.



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.

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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



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 roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

