

HELLFLAYER

M	T	Sv	W	LD	OC
14"	6	5+	7	7+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1-2x Hellflayer - Equipped with: Lashes of torment, Seeker tongues, Slashing claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	3	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashes of torment ANTI-INFANTRY 3+ EXTRA ATTACKS	Melee	3	3+	4	-1	2
Seeker tongues EXTRA ATTACKS LETHAL HITS	Melee	4	4+	4	0	1
Slashing claws DEVASTATING WOUNDS	Melee	8	3+	4	-1	1

ABILITIES

- Cutting Down the Foe**

Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack 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.

WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- 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.



KEYWORDS: Mounted, Chaos, Daemon, Slaanesh, Hellflayer, Slaanesh non-Battleline, Shadow Legion
FACTION KEYWORDS: Legiones Daemonica

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]**.*

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

FACTION RULES

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 is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly **LEGIONES DAEMONICA** unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a **BATTLELINE** unit and that roll is successful, up to D3 destroyed models (excluding **CHARACTER** models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more **BLOODTHIRSTER**, **GREAT UNCLEAN ONE**, **KAIROS FATEWEAVER**, **KEEPER OF SECRETS**, **LORD OF CHANGE**, **ROTIGUS**, **SHALAXI HELBANE** or **SKARBRAND** units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

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, and/or if it is set up wholly within 6" of one or more friendly **BLOODTHIRSTER**, **GREAT UNCLEAN ONE**, **KAIROS FATEWEAVER**, **KEEPER OF SECRETS**, **LORD OF CHANGE**, **ROTIGUS**, **SHALAXI HELBANE** or **SKARBRAND** units with which it shares the **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 9".

CORE RULES

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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