

CONTORTED EPITOME

M	T	SV	W	LD	OC	
9"	6	5+	8	7+	2	4+

AUFSTELLUNG

1x Contorted Epitome

Equipped with: Coiled tentacles, Ravaging claws

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Coiled tentacles EXTRA ATTACKS	Melee	D6	4+	5	-1	2
Ravaging claws DEVASTATING WOUNDS	Melee	8	2+	4	-1	1

ABILITIES

CORE - Leader

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

Horrible Fascination (Psychic)

At the start of your opponent's Shooting phase, one PSYKER model from your army with this ability can use it. If it does, select one enemy unit within 12" of and visible to that PSYKER model and roll one D6: on a 1, that PSYKER model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, that enemy unit is not eligible to shoot this phase.

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.

Swallow Energy (Psychic)

While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

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.



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.

