

DAEMONETTES

ALLURESS

M	T	SV	W	LD	OC	5+
9"	3	7+	1	7+	2	

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M	T	SV	W	LD	OC	5+
9"	3	7+	1	7+	2	

AUFSTELLUNG

1x Alluress - Equipped with: Slashing claws
9x Daemonette - Equipped with: Slashing claws

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1
Slashing claws DEVASTATING WOUNDS	Melee	3	3+	4	-1	1

ABILITIES

- RULES** - Deep Strike, Fights First, The Shadow of Chaos, Warp Rifts
- Daemonic Icon**
Models in the bearer's unit have a Leadership characteristic of 6+.
- Horrifying Beauty**
At the start of the Fight phase, each enemy unit within Engagement Range of one of more units from your army with this ability must take a Battle-shock test, subtracting 1 from the result if that enemy unit is Below Half-strength.
- Instrument of Chaos**
Add 1 to Charge rolls made for the bearer's 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.

Shadow's Caress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

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.*

