

HERALD OF SLAANESH ON STEED OF SLAANESH [LEGENDS]

M	T	SV	W	LD	OC	
14"	4	7+	4	7+	2	5+

AUFSTELLUNG

1x Herald of Slaanesh on Steed of Slaanesh [Legends]

Equipped with: Lashing tongue, Ravaging claws

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lashing tongue EXTRA ATTACKS, LETHAL HITS	Melee	2	4+	4	0	1
Ravaging claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Scouts 9", The Shadow of Chaos, Warp Rifts

Lethal Caress

While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit 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.



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.

Leader

This model can be attached to the following unit:

- SEEKERS

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.

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].

