

THE MASQUE OF SLAANESH

M	T	SV	W	LD	OC	
9"	3	7+	4	7+	1	4+

AUFSTELLUNG

1x The Masque of Slaanesh

Equipped with: Serrated claws

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Serrated claws DEVASTATING WOUNDS	Melee	6	2+	4	-1	2

ABILITIES

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

Dazzling Acrobatics
This model is eligible to declare a charge in a turn in which it Advanced or Fell Back.

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.

The Eternal Dance
At the start of the Fight phase, select one enemy unit within 6" of this model. Until the end of the phase:

- Each time a friendly SLAANESH LEGIONES DAEMONICA model makes a melee attack that targets that enemy unit, add 1 to the Wound roll.
- Each time a model in that enemy unit makes a melee attack, subtract 1 from the Wound roll.



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.

