

DAEMONETTES

DAEMONETTE

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

ALLURESS

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

AUFSTELLUNG

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

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 in Engagement Range of one or more units from your army with this ability must take a Battle-shock test, subtracting 1 from that test if that enemy unit is Below Half-strength.

Instrument of Chaos

Add 1 to Charge rolls made for the bearer's 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.

