

CHAOS - EMPEROR'S CHILDREN

DAEMONETTES

90 PTS



DAEMONETTE

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

ALLURESS

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

⌘ 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 |

AUFSTELLUNG

9x Daemonette - Equipped with: Slashing claws

1x Alluress - Equipped with: Slashing claws

ABILITIES

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.*

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Fights First

While every model in a unit has this ability, that unit is a Fights First unit.  
See the Resolve Fights First Combats step in the Fight phase (12.04).

