

# DAEMONETTES



Possessed of impossible grace and grotesque beauty, Daemonettes of Slaanesh bound across the battlefield with sadistic glee. They are in constant competition with one another to see who can inflict the most pain on the enemies of the Dark Prince.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	4+	4+	-1	1

## DESCRIPTION

A unit of Daemonettes has any number of models, each armed with Piercing Claws.

**ALLURER:** 1 model in this unit can be an Allurer. Add 1 to the Attacks characteristic of an Allurer's Piercing Claws.

**STANDARD BEARERS:** 1 in every 5 models in this unit can either be a Daemonette Banner Bearer or Daemonette Icon Bearer.

*Daemonette Banner Bearer:* You can re-roll charge rolls for this unit while it includes any Daemonette Banner Bearers.

*Daemonette Icon Bearer:* If an unmodified battleshock roll of 1 is made for this unit while it includes any Daemonette Icon Bearers, you can add D6 models to this unit, and no models from this unit will flee in that phase.

**HORNBLOWER:** 1 in every 10 models in this unit can be a Daemonette Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of this unit while this unit includes any Daemonette Hornblowers is 1, that battleshock test must be re-rolled.

## ABILITIES

**Lithe and Swift:** *Daemonettes surge across the battlefield with impossible swiftness.*

This unit can run and still charge later in the same turn.

## KEYWORDS

CHAOS, DAEMON, SLAANESH, HEDONITE, DAEMONETTES