

HELLFLAYER



Hellflayer chariots drive through the meadows of Slaanesh's realm, dismembering those cursed to lie there in purgatory. On the battlefields of the Mortal Realms, they are roving weapons of war, their many scythes delivering death by a thousand cuts.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	4	3+	4+	-1	1
Piercing Claws and Flensing Whips	2"	6	3+	4+	-1	1
Poisoned Tongues	1"	4	3+	4+	-	1

DESCRIPTION

A Hellflayer is a single model commanded by an Allurer, who is armed with Piercing Claws.

CREW AND STEEDS: A Hellflayer has a Daemonette crew armed with Piercing Claws and Flensing Whips, and is drawn by Steeds of Slaanesh that attack with their Poisoned Tongues. For rules purposes, the Daemonettes and Steeds of Slaanesh are treated in the same manner as a mount.

ABILITIES

Soulscent: *The whirling blades of this fearsome chariot mow down the enemy, transmuting their souls into an exhilarating incense.*

At the start of the combat phase, roll a dice for each enemy unit within 1" of this model. On a 4+, that enemy unit suffers D3 mortal wounds. In addition, for each 4+, add 1 to the Attacks characteristic of this model's melee weapons until the end of that phase.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, HELLFLAYER