

THE MASQUE



The Masque once entertained Slaanesh, but then displeased him, and was exiled. Since then the Herald has been cursed to dance across the Mortal Realms. Those drawn into this endless performance are doomed to a swift and spectacular death.



MELEE WEAPONS

Ravaging Claws

Range

1"

Attacks

6

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

The Masque is a named character that is single model. It is armed with Ravaging Claws.

ABILITIES

Staff of Masks: *The masks on this staff constantly flicker and change, enhancing the Masque's attacks or protecting them from harm.*

At the start of your hero phase, you can either add D3 to the Attacks characteristic of this model's melee weapons until your next hero phase, or you can heal up to D3 wounds allocated to this model.

The Endless Dance: *The Masque dances eternally, flying through the air and striking down the foes that stumble, flat-footed, in their wake.*

This model is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and can fly and move an extra 3" when it piles in. In addition, you can re-roll hit rolls for attacks made by this model that target an enemy unit with a Move characteristic of 10" or less, and you can re-roll wound rolls for attacks made by this model that target an enemy unit with a Move characteristic of 5" or less.

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

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

Inhuman Reflexes: *The Masque is a constant blur of motion, stepping out of the way of the enemy's attacks with uncanny precision.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, HERO, HERALD OF SLAANESH, THE MASQUE