



SYMBARESH TWINSOULS



Even by the standards of the Sybarites, the Symbaresh are proud indeed. These former Myrmidesh have forged dark pacts with the lesser daemons of Slaanesh, sharing their mortal forms in return for a measure of otherworldly power.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Merciless Blades	2"	3	4+	3+	-	2

DESCRIPTION

A unit of Symbaresh Twinsouls has any number of models, each armed with Merciless Blades.

EGOPOMP: 1 model in this unit can be an Egopomp. Add 1 to the Attacks characteristic of that model's Merciless Blades.

ABILITIES

Fractured Souls: *Control of the host's body is a war that rages within a Twinsoul with every step they take.*

At the start of your hero phase, you must pick 1 of the following abilities to apply to this unit until your next hero phase. You must pick a different ability in each battle round.

Ego-driven Excess: *These warriors refuse to be outscored by their comrades, and use unorthodox techniques to best their foes.*

You can re-roll hit rolls for attacks made with melee weapons by this unit.

Fiendish Reflexes: *As the daemon possessing this mortal takes control, their speed increases tenfold, making them almost impossible to hit.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+, that wound or mortal wound is negated.

KEYWORDS

CHAOS, MORTAL, SLAANESH, HEDONITE, SYMBARESH TWINSOULS