



• WARSCROLL •

## FIENDS

Horrific nightmares given bestial shape, Fiends of Slaanesh emit a harsh, trilling call as they race towards their prey. A cloud of dream-inducing musk hangs thick around the Fiends, reducing their foes to a stupor, and sapping them of their will to fight.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deadly Pincers	1"	4	3+	3+	-1	1
Barbed Stinger	2"	1	3+	3+	-1	See below

### DESCRIPTION

A unit of Fiends has any number of models armed with Deadly Pincers and Barbed Stingers.

**BLISSBRINGER:** The leader of this unit is a Blissbringer. You can re-roll wound rolls of 1 for attacks made with a Blissbringer's Deadly Pincers.

### ABILITIES

**Crushing Grip:** A Fiend's pincers are capable of inflicting immense damage on a victim that is caught in their grasp.

If the unmodified wound roll for an attack made with Deadly Pincers is 6, that attack has a Damage characteristic of D3 instead of 1.

**Deadly Venom:** A Fiend of Slaanesh's stinger is laced with venom capable of sending any foe into a deep coma.

An attack made with a Barbed Stinger has a Damage characteristic of 1 if the target has a Wounds characteristic of 1, D3 if the target has a Wounds characteristic of 2-3, and D6 if the target has a Wounds characteristic of 4 or more.

**Disruptive Song:** Fiends of Slaanesh let out a keening song that disturbs the concentration of spellcasters that hear it.

Subtract 1 from casting rolls for enemy **WIZARDS** while they are within 12" of one or more models with this ability.

**Locus of Grace:** Daemonic heroes shimmer with the raw power of their patron god, strengthening lesser daemons that are nearby.

You can re-roll hit rolls of 1 for attacks made by this unit while this unit is wholly within 12" of a friendly **DAEMON SLAANESH HERO**.

**Soporific Musk:** A Fiend exudes a pervasive and oily musk that numbs a foe to all but the most extreme of stimuli.

Subtract 1 from hit rolls for attacks made with melee weapons that target this unit. In addition, while this unit has 4 or more models, subtract 1 from wound rolls for attacks made with melee weapons that target this unit.

KEYWORDS

CHAOS, DAEMON, SLAANESH, FIENDS