



• WARSCROLL •

DEXCESSA

THE TALON OF SLAANESH



Dexcessa considers themselves to be the right hand of Slaanesh, made manifest in the realms to sunder and unpick the alliances of his enemies. If that means that they can revel in the glorious, ever-escalating excess of battle, so much the better.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scourge of Slaanesh	3"	4	2+	3+	-1	2
Impaling Talons	1"	2	3+	3+	-2	2

DESCRIPTION

Dexcessa, the Talon of Slaanesh, is a named character that is a single model. They are armed with a Scourge of Slaanesh and Impaling Talons.

FLY: This model can fly.

ABILITIES

Fleeting Dance of Death: *Dexcessa rarely stays locked in combat in one place for long, flitting swiftly all over the battlefield and bringing death where they alight.*

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

Joyous Battle Fury: *Once Dexcessa begins to fight, they become invigorated by the glorious thrill of combat.*

After this model has fought for the first time, at the start of each battle round, add 1 to the Attacks characteristics of this model's weapons for the rest of the battle. This effect is cumulative.

Mesmerising Lepidoptera: *Dexcessa's multifaceted wings create a hypnotic effect that distracts their foes.*

Subtract 1 from hit rolls for attacks that target this model.

Sceptre of Slaanesh: *The sceptre of Slaanesh allows the bearer to demand total, unthinking obedience from Slaanesh's daemonic minions.*

Do not take battleshock tests for friendly **SLAANESH DAEMON** units wholly within 12" of this model.

In addition, once per turn, this model can issue a command to a friendly **SLAANESH DAEMON** unit without a command point being spent.

KEYWORDS

CHAOS, DAEMON, SLAANESH, HEDONITE, MONSTER, HERO, DEXCESSA