



ABILITIES

HEDONITES OF SLAANESH

[Double] **Lithe and Swift:** Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.

[Double] **Sadistic Killers:** Add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter this activation that have a Range characteristic of 3 or less.

[Double] **Crushing Grip:** Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a 2+, until the end of this battle round, that fighter cannot make move actions or disengage actions.

[Triple] **Impaling Strike:** Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] **Locus of Excruciation:** Until the end of the battle round, add 1 to the Strength characteristic of attack actions that have a Range characteristic of 3 or less made by friendly fighters while they are within 6" of this fighter.

[Quad] **Deadly Venom:** Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated by critical hits from attack actions made by this fighter. In addition, after each attack action made by this fighter, roll a dice. On a 5+, until the end of this battle round, the target fighter cannot make move actions or disengage actions.

TYPES DE COMBATTANTS

HEDONITES OF SLAANESH

Hellstriders

Daemonettes

Seekers

Fiends