

# SWIFT AND DEADLY

## MOUNTED DAEMONETTES ON THE WARHAMMER BATTLEFIELD

**D**aemonettes often ride into battle upon elegant mounts that are swifter than any mortal steed. Like all Slaaneshi creatures, these lithe daemonic mounts possess a disturbingly hypnotic appearance and unmistakable sinuous beauty.

While at rest subtle colours and hues play over the skin of the beast, beating out a hypnotic and seductive rhythm. As the creature moves, these patterns swirl and pulse in time with the skittering gait of the beast, smoothly and almost imperceptibly

flowing from one form to the next. Mounted Daemonettes are the hunters of the Darkling Prince – one lure among many that he uses to ensnare new souls. They will often stalk armies for days, preying upon the unwary, their haunting cries echoing in the dreams of those they hunt. These siren-hunters use the speed of their steed to toy with their mortal prey, oft-times delaying the moment of the kill in favour of prolonging the suffering of their quarry. The steeds themselves fight with a ferocity at odds with their lithe appearance. Their barbed tongues lash out with deadly accuracy and speed, while the Daemonette's claws and swords slash and tear with exquisite precision and grace.



If the General of your army is a Mortal or Beast then Mounted Daemonettes count as a Special choice. If your General is a Daemon (ie, he has the Daemonic special rule) then Mounted Daemonettes instead count as a Core choice. Mounted Daemonettes count as having the Mark of Slaanesh for the purposes of choosing an army.

*Points/Model: 30*

	M	WS	BS	S	T	W	I	A	Ld
Daemonette	5	4	0	4	3	1	5	2	8
Mount	10	3	0	3	3	1	5	1	8

**Unit Size:** 5+

### SPECIAL RULES

**Aura of Slaanesh:** Daemonettes are surrounded by a near-tangible aura of seduction and acquiescence, distracting their foes. Any enemy unit in base contact with one or more models with the Aura of Slaanesh reduces its Leadership value by -1, to a minimum of 2.

**Daemonic:** Mounted Daemonettes are Daemonic creatures and are therefore subject to all the rules for Daemons included on the next page and on page 29 of the Hordes of Chaos Armies book.

**Tongue Attack:** The barbed tongue of the mount secretes an oily venom, a single drop of which can drive a man insane with delusions before killing him. Attacks from the mount count as Poisoned Attacks.

**Swift Steed:** Mounted Daemonettes count as Fast Cavalry. In addition, because of its preternatural dexterity, the mount always strikes first in close combat even against a charging enemy. If an opponent has the same ability, resolve the strikes in Initiative order – if these are the same, roll a D6 to see who strikes first. Note that this ability applies only to the mount, not to the Daemonette rider.

The following rules apply to all Daemonic creatures. Non-Daemonic models may not join a Daemonic unit, and a Daemonic model may not join a non-Daemonic unit. The only exception to this is a character riding a Daemonic Mount, Steed of Slaanesh, Juggernaut of Khorne or Disc of Tzeentch.

**Instability and Break Tests:** When daemons lose a round of combat they must take a special Daemonic Instability test instead of a Break test. In multiple combats, each Daemonic unit must test separately. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal.
2. Roll 2D6 and compare this to the daemons' Leadership value, with no combat resolution modifiers. If the roll is higher, the daemons lose their grip on the mortal world and

disappear from the battlefield. They count as destroyed.

3. If the unit does not instantly disappear, compare the dice roll to their Leadership value, taking into account any modifiers for combat resolution. For each point the unit fails its Instability test by, the unit suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player can decide how to allocate wounds between the character/s and the unit.
4. If a Daemonic unit is wiped out by instability in the first round of combat, the enemy may overrun as normal.

***Example:** A unit of Mounted Daemonettes loses a combat by 4. The controlling player scores 7 on his 2D6 roll. This is lower than their Leadership of 8, so they don't disappear totally.*

*However, because combat resolution modifiers count for Daemonic Instability, their Leadership is reduced to 4 for the second part of the test. This means that the Mounted Daemonettes have failed the test by 3, and so the unit suffers three wounds.*

**Immune to Psychology:** Daemons are immune to psychology.

**Fear:** Daemons are otherworldly entities that cause *fear* as described on page 81 of the Warhammer rulebook.

**Daemonic Aura:** Daemons are not of mortal flesh and have some immunity to mundane weapons. Daemons get a 5+ Ward save. However, this Ward save cannot be used against magical attacks (ie, spells and magic items).

**Daemonic attacks:** Being corporeal manifestations of Chaos, daemons' attacks are magical and can wound ethereal creatures, etc. This includes any special or ranged attacks they may have.